FOOL'S
GOLD
INTO THE BELLOWING WILDS
5E

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"You have literally changed our lives, and those of our friends and families. We can never thank you enough for giving us this opportunity."

— Dingo & Felix

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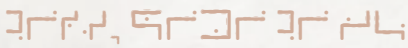
INTRODUCTION



DINGO

Hi, I'm Dingo! And this is my book **Fool's Gold: Into the Bellowing Wilds**. I'm the creator of the YouTube channel Dingo Doodles, and I'm excited to share the stories and world of Fool's Gold with you. So let's take this journey together. Yeah.

Fool's Gold started as just a bunch of friends playing in a basement, making each other laugh and cry. Back then, we had no idea that it would eventually become a YouTube series or a book; we were just having fun!

Our game group was just a bunch of average nerds who met in art college and were determined to hang out and roll some dice, so we faced down the biggest bad of all—scheduling—and made it work, playing consistently every Tuesday night from 6 pm to 9 pm.

CHARACTERS

Let me introduce the players and their characters! First up, Gorthan was a large and disruptive half-mohsnian barbarian played by John. He was a major driver for the Fool's Gold crew's antics. Whenever we got stuck, Gorthan would make something fun happen before we had a chance to stop him.

GORTHAN

I'm here to kick butt and chew bubblegum, and I have **no idea** what bubblegum is.

Julian's player, AKA "Puddles"—yes, that's her nickname—was my friend in art college who gave me my nickname, "Dingo." She's a kickass parent, which shone through when she played Julian, the suave and scaly magic contraption crafter. Julian always gave wise advice and helped us cope with the chaos that our party stumbled into.

JULIAN

I'll be happy to offer my wisdom as you read through this book, but anything else is gonna cost you.

The magical girl Erina was played by another art college friend, Carson. If you couldn't guess, Carson was really into anime. So Erina is the living embodiment of anime tropes. Carson also designed Erina's iconic look—which I just tweaked a bit for the videos.

ERINA

Every group of misfits needs a bit of sparkle!

Gothi was played by another friend from art college, Avery, who is the lead artist for this book! She is why the Fool's Gold crew looks the way they do. She made a poster of our characters that we hung on our wall alongside posters we also made for other campaigns. Those initial designs informed the versions of the characters you see in my videos. Gothi and my character, Sips, had a special bond because Avery and I also do. She inspires me to be a better artist and storyteller.

GOTHI

Can I interest you in a potato? I'm sure it isn't poisonous... pretty sure.

Then we have Sips, my emotionally chaotic cursed monkey with wild magic "issues." Sips was unlike any character I had played before. With him, I could explore what it meant to be wild and free, but he also tapped into some deep-seated issues I was working through at the time. Back when I played Sips, I was in a very bad place in my life. I was so angry all the time and had just been diagnosed with Type 2 Bipolar Disorder. I felt like I was losing control of my emotions, and that bled into Sips. He was SUPPOSED to be calm, cool, and collected, but that lasted all of 30 minutes once I actually sat down to play as him. With his curse growing and my bipolar getting out of hand, we were both going through a lot—not knowing what to do, feeling weak and useless, losing control, and feeling awful afterward. It was hard.

Playing Sips helped me look at my own struggles from an outside perspective. I learned that it's okay to not be okay and to accept help from others; it's not a weakness—it's just what it means to exist. It wasn't until the campaign was done that this all clicked for me. Playing as Sips, feeling his pain and his struggles, helped me to not be so harsh on myself.

SIPS

Okay, that's enough emotions for today...

Lastly, we had the Game Master, Felix—my life partner and now my husband! We've known each other since we were 13, when he first moved to Canada from Germany. He's my best friend and has always made me laugh.

Fool's Gold was the second campaign Felix ever ran, and his unique GMing style was on full display when he created the world of Ambria. Sometimes people try to predict what is gonna happen in the Fool's Gold video series because of one trope or another, but Felix always finds a way to turn your expectations on their head! I never know what's gonna happen when Felix is behind the GM screen, and that's why I love playing with him. He taught me to loosen up and not take storytelling too seriously.

FELIX

Hello! I'll be popping in to give you GM tips to help you f- I mean... QUACK up your players.

Jenna "Dingo" Woldenga

THE FOOL'S GOLD VIDEOS

When I started the Fool's Gold YouTube series, it was just one video about a funny thing that happened in our game. At the time, I was working on a contract, making comics, and trying to save up to give myself some creative freedom. In my spare time, I started working on my first two videos—my channel intro and what would become the first video in the Fool's Gold series, ***Doomed the Universe with Karaoke (My Bad)***. I pumped both out in a nine-day whirlwind of recording and animation. I didn't even write scripts. I just did what felt good and ran with it, leaning into the feeling that I MUST DO THIS NOW.

When the first Fool's Gold video took off, I knew I had been right to follow that feeling. Today, it has over 4 million views. People seemed to enjoy hearing about our game, so I thought, "Huh…what if I just kept talking about it?" I had never seen someone make a tabletop campaign series in the storytime animation style. I just started producing episode after episode and found I loved making them!

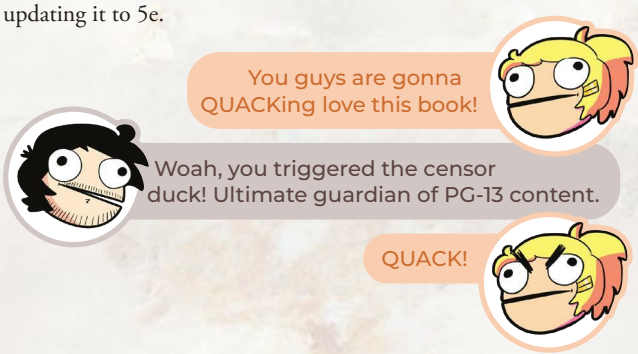
With every video, I tried to stretch myself and improve some parts of my craft—writing, voice acting, editing, music queuing, and drawing. I wanted to learn it all. Creating the videos was like leveling up my creativity, and it was as satisfying as leveling up a character in a game. I can complete about one minute of "animation" per day, which really is just storyboarding with some extra spice. One Fool's Gold video takes me around six weeks to make. Sometimes I have to tell myself, "Hey, calm down. It's not supposed to be a feature film. Just have fun."

FROM GAME TO YOUTUBE TO BOOK

One of the biggest things I've learned from making the video series is how to translate the experience of playing a game into a form an audience can appreciate. I look at the big picture and emphasize the big themes by condensing events, arranging dialog, adding narration, and carefully considering how to cut between scenes.

The YouTube and book versions of Fool's Gold are not exact recreations of the campaign we played. When we were playing, we didn't think about entertaining anyone but ourselves as we lived in the moment with our characters. But I know my audience is invested in the story, so I broke it down to its core and rebuilt it into something that makes sense for someone who wasn't at the table.

Since I had to condense hours and hours of gameplay into ten to twenty-minute-long YouTube videos, I can't show the massive scale of the world called Ambira that Felix has created. That's where this book comes in! It has things you'll recognize and other things that you won't get to see on YouTube because they don't fit into the story I'm telling in my videos. The book also allowed Felix to revisit the Bellowing Wilds and fully flesh out all the lore and mechanics while updating it to 5e.



THANK YOU!

When I think about how this all started because I wanted to share an animated YouTube story about how I released a dire tarrasque with drunken karaoke… never in my wildest dreams could I have imagined Fool's Gold getting to this point. With some awesome collaborators, we've created such cool things for Fool's Gold.

I'm so proud of everyone who has worked on bringing the world of Fool's Gold to life, especially Felix and Avery. I know this project challenged them both, but they created something truly amazing. I think they even surprised themselves with how far they have come as creators. I feel like a cheerleader for all their hard work on this book. I also want to thank John, Puddles, and Carson, who have been so supportive of this journey and let me show off their characters to the world. I'm so grateful to the whole Fool's Gold crew for their support and friendship.

Hit Point Press has been amazing to work with and truly understands our chaos. The writers, game designers, editors, illustrators, cartographers, miniature sculptors, graphic designers, customer support team, and project managers all grasped our vision and made it even better. They pushed Fool's Gold beyond what we thought was possible and then some!

All the love and support from y'all is just jaw-dropping. Watching the transformation of this project from a game I played with my friends to something that has been embraced by so many people has been thrilling. The community that has grown up around Fool's Gold is by far the best I've ever had the pleasure to be a part of. I'd like to thank all the Kickstarter backers for making this project a reality. I've been overwhelmed by the love and support you've shown for Fool's Gold.

I hope you'll dive deep into this world and play around with the Bellowing Wilds for yourselves. Our story was just one story in the world of Ambria, and now you will get to create your own. We saved a city with a hairbrush—what wild things will you do?!

Jenna "Dingo" Woldenga
Dingo Doodles Creator
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PART 1

WELCOME TO FOOL'S GOLD

PLAYING IN THE WORLD OF FOOL'S GOLD

Fool's Gold: Into the Bellowing Wilds introduces the world of Ambria and focuses on the Bellowing Wilds, a jungle filled with mysteries, dangers, friends, foes, and truly awful sheep. Keep in mind that the information in this book is a scaffolding for your game, but it isn't your story. Your adventures together as a group will become your story.

OUTLINE

This chapter, **Part 1: Welcome to Fool's Gold**, introduces how to play games in the style of Fool's Gold. It includes a summary of the campaign as told in Dingo's videos and the 5e updated character sheets of the original Fool's Gold crew— Sips, Gothi, Erina, Gorthan, and Julian.

Part 2: Character Creation introduces new character creation options for players. There are three new races; beastfolk, mohsnians, and weavers. There are also eight new subclasses; Path of the Soaring Soul barbarian, Circle of Swiftness druid, Way of Healing Hands monk, Cryodon Guide ranger, Magical Protagonist fighter, Oath of Survival paladin, and the Splicer warlock patron. Finally, there are three new backgrounds linked to the Bellowing Wilds; cursed soul, gold shaper, and outback cook.

Part 3: History of Ambria introduces the world of Ambria, including its creation, major events, and the current situation in the Bellowing Wilds.

Part 4: Religion in Ambria describes the pantheon of gods that watch over this world. It also introduces the Anhael, the divine beings from beyond Ambria, and the unique ways religion is practiced in the Bellowing Wilds.

Part 5: Exploring the Bellowing Wilds is a guide to Ambria's most dangerous jungle, its settlements, and other key locations. Here you'll discover histories, landmarks, stores, quest hooks, random encounter tables, and important NPCs. For players, there is information about roleplaying a character from each major settlement in the Wilds.

Part 6: The Foreclaimers reveals the truth about the foreclaimers, a race of technologically advanced elves. It includes information on their history, culture, technology, what happened to them, and where they are now. This section also provides the foreclaimer player character race details.

MAJOR SPOILERS here.
Read at your own risk!

Part 7: Fool's Gold All QUACKed Up is an adventure for character levels 5 to 15+ that takes players throughout the Bellowing Wilds and beyond. It is broken down into 13 chapters. This part also covers jungle exploration, including hazards and random encounters, and how to run a dire tarrasque rampage.

The appendices in the back of the book cover everything else you need to play a Fool's Gold Game. In **Appendix A: Allies and Enemies**, you'll find stat blocks and information about new monsters and NPCs. **Appendix B: Spells** contains new spell descriptions. **Appendix C: Magic Items** details new magic items. **Appendix D: Advanced Alchemy** is a set of new game mechanics that introduce an endlessly flexible method for players to create new potions, poisons, and more. It also contains rules for harvesting ingredients from plants and monsters. **Appendix E: Chaos Surges** includes rules for how and when magic goes wrong and random roll tables to unleash maximum chaos on your game. **Appendix F: Curses** has rules for playing characters or NPCs who have been cursed and a huge table of curses to pick from.

USING THIS BOOK

This book is designed to be used with the 5e Core Rules. Any text that appears in **bold red** type refers to another section of this book. New monsters and Non-Player Characters (NPCs) are marked in **bold blue** type and with an asterisk * where their stat block is relevant and are detailed in **Appendix A**. Monsters and NPC stat blocks marked in **bold purple** type can be found in the 5e Core Rules.

Spells and magic items appear in *italics*. New spells and magic items found in **Appendix B** and **Appendix C** are also marked with an asterisk *. Other spells, items, nonmagical equipment, and basic rules can be found in the 5e Core Rules.

Jungle Sheep, cute but deadly

Jess Jackdaw

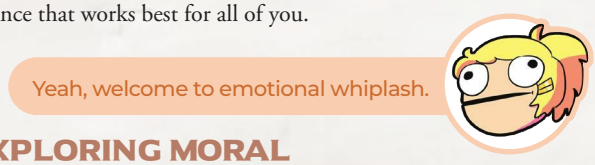
COMEDY AND TRAGEDY

The tone of Ambria lends itself to comedic games, with its doom ducks, malevolent sheep, and groan-worthy puns. But don't feel like you have to be a comedian to run a game in Ambria. Having fun with your game group is more about creating an atmosphere where everyone feels free to have a laugh rather than having to come up with brilliant quips on the fly like you're all bards in a *vicious mockery* rap battle. Follow what you and your players find funny. Soon you'll have created your own in-jokes and moments that crack you and your group up.

While the Bellowing Wilds has plenty of goofy and silly elements, it has darkness too. Many of the NPCs share a grim sense of humor that is born out of an 'if I don't laugh, I'll cry' attitude. The jungle is dangerous, and sometimes the only way to cope with its horrors is to crack a joke.

This book also has serious themes that go beyond even dark humor. For example, Xanu, a major NPC, is on a revenge quest against the foreclaimers and suffered years of torture. The foreclaimers themselves have a complicated past and present. The evil warlock Quinn-Ora controls and manipulates the Beastfolk of Alchemist's Quarry. There are wrongs in the world of Ambria, and players should be encouraged to help right them rather than further exploit those who have been exploited.

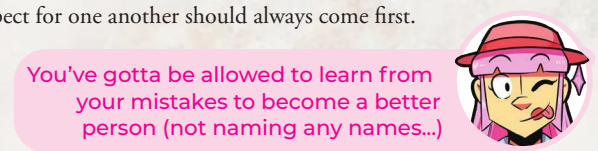
It is possible to play games with both humor and heaviness, and Ambria is designed as a place where both can coexist. Always keep your players' enjoyment at the heart of your game and find the balance that works best for all of you.



EXPLORING MORAL GRAY AREAS

Many situations that players will face in the world of Ambria aren't simply black and white but morally gray. The people and choices that they will face aren't always straightforward and will require them to make difficult decisions where there may not be a perfect solution. The Araknights of Velgari and the nature goddess Generisa that they serve are peaceful now but once waged a crusade to wipe out all humanoids. The town of Brushwick has chosen to use demonic power not for evil but for comfort. The foreclaimers have harmed themselves by removing their capacity for empathy and thus have harmed others too—but they can reclaim the empathy they lost. These are just a few examples of the moral quandaries players might encounter in Ambria. In Ambria, no one is inherently evil because of who or what they are—people have the capacity to grow, change, and work to repair the damage they did to others. However, they can also choose to double down on cruelty, heartlessness, and hatred. How the players interact with these themes should play a large part in how the story of a Fool's Gold game develops.

There are questions of justice, mercy, and what can be forgiven and what can't. These moral gray areas might provoke discussion and debate at your table, but regardless of the positions players take, respect for one another should always come first.

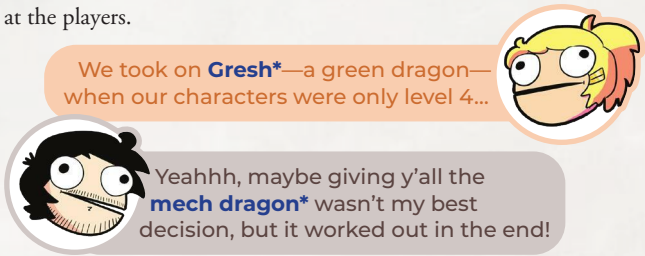


(NEAR) IMPOSSIBLE CHALLENGES

Giving your players a real sense of danger is key to running a Fool's Gold style game. It can be difficult to accomplish, but using encounters that are not balanced for the party's CR can be effective. If your players barely survive an encounter with an overpowered enemy and then later defeat that same enemy, they may get a sense of accomplishment and be able to see how their characters have grown.

Give your players a fair warning beforehand. Let them know that not everything they see in the Bellowing Wilds is meant to be fought head-on, slain, or looted. Some situations may require stealth, cunning, or a swift retreat.

On the other side of the equation, don't be afraid to give your players huge advantages—like a powerful mech dragon, for example. These advantages can be balanced by equally large drawbacks that force players to make tough choices—like what to do when that mech dragon gets hungry for souls and goes on a rampage. Overblown advantages also let you throw even more overpowered challenges at the players.

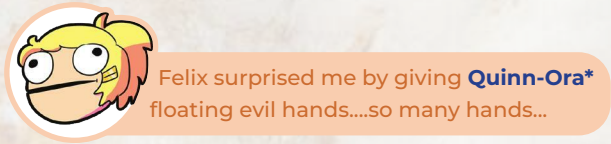


PLAYER INVESTMENT

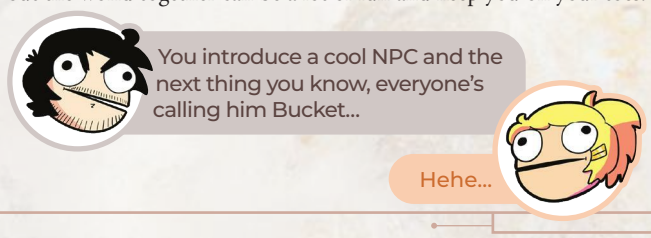
The real magic in tabletop games comes from making stories together that can only be created by you and your players.

A great way to engage your players is to incorporate elements of their characters' backstories into the plot of your game. The original fight between Sips and Quinn-Ora was so dramatic because she was the one who was responsible for cursing him, and Gothi's transformation from old swamp witch to badass was tied in with the rediscovery of the foreclaimers. You don't have to replicate these story beats, but you can create memorable moments by making the player characters vital within the narrative.

You can ask players to give you ideas for NPCs, places, items, or secrets to torment… no… ***engage*** their characters. Some players might prefer to give the GM free rein to come up with surprises for their characters. Both ways work well to create suspense and drama.



You can also give your players some agency over the world. Ask them what they see when they walk into the shady bar. Give them a chance to describe a magical effect or peculiar sight. Have them come up with a name for an NPC—they're probably going to give your NPCs silly nicknames anyway, so why not save a step? Fleshing out the world together can be a lot of fun and keep you on your toes.



RANDOMNESS

Many iconic moments in the original Fool's Gold game came out of random rolls. You'll find plenty of random encounter tables all throughout this book, as well as curse charts and chaos surge tables in the appendices. These tables suit an improvisational style of GMing. When dice decide the outcome, you might face situations neither you nor your players expected. If a random roll creates an outcome that no one at the table is happy with, it's fine to reroll or retcon it. If the table is less comfortable with random results, you can select a specific entry from a table rather than roll for an outcome.

Sure, randomness seems cool until you release an apocalypse.

Fool's Gold also harnesses the power of random numbers for world-building. This is how iconic Fool's Gold NPCs like Mr. Wizardly came to be. His power level was rolled randomly, and the dice determined he was the most powerful wizard imaginable.

Stuck with an unexpected player question? Lean into Ambria's randomness and grab some dice. Roll on questions like "why," "when," and "how much?"

That NPC picking mushrooms, how much do they love mushrooms?—rolls a 10 on a d100—Oh, they don't care much for them, but they used to do this with their mother before she was killed by—rolls an 80 on a d100 to determine power—an **adult red dragon**.

FUN FIRST

Ambria is a fantastical setting; the stories created there are more important than simulating gritty reality. It is a place where many different types of adventures can happen. From noble courts to fast food courts—there's room for it all in Ambria.

A Fool's Gold-style game is more concerned with the interactions between characters than with tracking the group's rations or how many arrows have been fired. If keeping track of supplies is fun for your group, great! If not, don't worry about it, and just enjoy playing in Ambria. It's okay to get a bit silly sometimes.

EVERYONE BRINGS THE FUN

Both the GM and the players are responsible for creating a fun and engaging experience. A Fool's Gold-style game doesn't pit the players against the GM. Instead, the players and the GM are on the same side—the side of fun! When you all come together to play a game, everyone should be trying to make the experience better for everyone else at the table. Players can take responsibility for creating a good experience for their fellow players by getting invested in other characters' stories, sharing the spotlight, and asking each other questions to draw other players into the game. Players can also help the GM by engaging with the offered plot hooks and creating characters who are motivated to participate in adventures.

SUBVERT EXPECTATIONS

The world of Ambria takes typical fantasy tropes and gives them an unexpected twist. Subverting your players' expectations is part of GMing a Fool's Gold game. For example, players may expect Gresh, a green dragon, to breathe poison when in reality, she was enchanted by a wizard to breathe fire. If your players are familiar with the lore of Fool's Gold because they have watched the YouTube videos, you can still catch them off guard by changing details in your version of Ambria. The Ambria you play in is your sandbox, and you should remix it as you wish.

When we first met **Ohio Jack***, we wondered if he might be more ominous and untrustworthy than he appeared. Maybe in your campaign, he really does have dark intentions.

SAFETY

A tabletop roleplaying game should always be a fun and welcoming experience for everyone in a supportive environment. Unlike a book or a movie, tabletop roleplaying games put players at the heart of the story, so special consideration must be taken to take care of their wellbeing.

SAFETY TOOLS

Safety tools help to establish clear boundaries for how you and your group want to engage with the horror themes in this book. Which particular safety tools you and your group use are up to you, but these should be discussed and agreed on in your session zero and revisited throughout the campaign.

THE TTRPG SAFETY TOOLKIT

The TTRPG Safety Toolkit is a free resource co-curated by Kienna Shaw and Lauren Bryant-Monk. It is a compilation of safety tools designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it online at bit.ly/ttrpgsafetytoolkit.

Familiarize yourself and your players with the TTRPG Safety Toolkit's options, and decide which tools would most benefit you as a group. If this is your first time using safety tools, the following tools are a great starting point:

- **Lines and Veils:** a framework for setting boundaries before the game starts
- **X, N, and O cards:** check-in tools for use during the game
- **Aftercare**: a way to decompress after the game

THE DIGITAL RPG CONSENT CHECKLIST

Discussing safety needs and serious content can be difficult. To help players who may be uncomfortable, the toolkit provides "The Digital RPG Consent Checklist" in its Tools and Resources section. This allows players to anonymously fill out a form detailing their needs. While it's important to set expectations at the start, it is also a good idea to check in with each throughout the campaign other to ensure everyone is having fun and feeling supported.

SESSION ZERO

While you might want to jump right in and start playing to start your adventure off right, it's highly recommended that you have a session zero. Session zero is a discussion before the first session of the game between the GM and the players.

- **Establish Expectations.** During session zero, outline your expectations for the game. Discuss what kind of game you want to run and what sorts of things your players want to explore. Go over any house rules and safety tools you will be using. You can also talk about how you will handle character death. Will this be a ruthless game where death is on the line at all times or a more lighthearted romp where characters have a degree of plot armor keeping them safe from all but the deadliest threats?
- **Decide Safety Tools.** Session zero is a perfect opportunity to discuss the safety tools you plan to use as a group. Ensure everyone understands their options and feels comfortable using them.
- **Build Characters.** Session zero can also be a time to build a party of characters who will work well together. Players can establish pre-existing connections between their characters, set up shared secrets, and determine why their group has come together. GMs can also provide character creation guidelines, such as what character creation material they will or won't allow.
- **Discuss Practicalities.** Session zero is also a good time to discuss the practical aspects of how the game will be run. Will you have a regular time and day to play? How often will you get together? Will you play online, in person, or a mixture of both? What will you do if one or more players can't make it to a session? What is the snack situation? Discussing these things before you play will set your game up for success.
- **Choose House Rules.** If you want to add any house rules, alter or add to the base game mechanics, session zero is a great time to introduce them. These can include rules around character creation, additional sub-systems like the **Advanced Alchemy** system, and special rules to add depth or extra challenges to any part of the game. Agree as a group which house rules will be the most fun for all of you.

Our group doesn't like resurrection to be too easy, so I made the soul gems and the Soul-Shattering rule to suit our playstyle.

THEMES

Clearly communicating the themes to your players before you play is not a spoiler. Instead, it ensures that everyone goes into a game with a clear understanding of the story you're about to tell together.

If any theme or element in Fool's Gold is unsuitable for your players, it should be adjusted or removed to allow everyone to enjoy the game. Remember—if it's not fun for everyone, it's not fun at all.

Fool's Gold contains the following themes and subject matter:

- Body horror and transformation
- Colonization
- Consensual and nonconsensual body modification
- Death
- Demons
- Dental trauma
- Desecration of historical and religious sites
- Destruction of souls
- Disease and infection
- Dismemberment
- Drug use, production, and dealing
- Enslavement
- Genocide
- Government corruption
- Hunting
- Implantation of crystals in the body
- Kidnapping
- Memory alteration
- Mind control and possession
- Natural disasters: earthquakes, volcanoes, and tsunamis
- Snakes
- Spiders
- Torture
- Undead
- Unethical medical experimentation
- Violence toward animals

This list is not exhaustive, and there may be other themes or content that are not suitable for your group. Before playing, read through the adventure and the rest of the book thoroughly. Then prepare your game to suit your group's needs.

PLAYERS AND CHARACTERS

It is vital to establish and respect a clear line between what your players are comfortable with and what their characters are comfortable with. For example, if a ***player*** is afraid of spiders, you could choose not to include the spider-like weavers or Araknights in your version of Ambria. However, if a player's ***character*** is afraid of spiders, the character's reaction to weavers and Araknights can add to the drama and be part of their growth.

Yeah, Felix uses this all the time, and I **QUACKING LOVE IT**!

In roleplaying games, this line between player and character can sometimes get blurry. The feelings brought up in a game can bleed through into real life. Take the time to check in with your players between sessions and gauge how they are feeling.

The line between player and character can also get fuzzy for GMs sometimes too, but it is important to keep in mind the difference between in-game and out-of-game conflicts. If a player is doing something that irritates you, don't be tempted to punish their character in the game. For example, if a player consistently turns up late to sessions, don't punish them by throwing their character in jail. Instead, discuss with them why they are finding it hard to arrive on time and how that makes you feel. In comparison, if a character punches a noble in the face, the natural consequence of being arrested by the noble's guards is an appropriate response in the world of the game.

PLAYER AGENCY

Loss of control and transformation are two themes that frequently occur in the Bellowing Wilds. In situations where a player character might be influenced or transformed by an external force, it is important to keep the agency with the player. For example, if a character is taken over by a **cebranith***—a kind of Ambrian demon that enjoys puppeting people to their doom—the GM could explain to the player what the cebranith's general motivations are and then have the player describe how the cebranith controls their character and acts in combat, rather than the GM doing it. Similarly, if a character is transformed into a beastfolk or weaver, even if it is against the ***character's*** will, the decision should rest with the ***player,*** not the GM, and it should only come after a conversation with the whole table.

RESPECT

As the GM, it is your duty to ensure your players are feeling safe, having fun, and have consented to the rules and themes of the game. You have a responsibility not to force anyone into uncomfortable situations or use the power that comes with shaping the world for your players to cause them distress. Players also have a responsibility to respect the GM's time and effort and each other. Respect can be shown in how you talk to each other in character and out. If problems arise, work together to find solutions that will help everyone enjoy the game.

FOOL'S GOLD HOUSE RULES

All of these house rules are optional. If you want to use them or any other house rules, discuss them with your group during session zero.

These house rules work for our group. Find the ones that work for you!

CHARACTER CREATION FLEXIBILITY

Work with your players to help them build their characters how they want. While each new race has suggested Ability Score increases, it's okay to let players redistribute these to suit their character. For example, if a player wants to play a particularly fragile but nimble mohsnian, their character could have a +2 to Dexterity instead of the bonus to Constitution suggested in the race details.

PLAYER CHARACTER BUFFS

Fool's Gold is an overpowered fantasy world. The monsters are stronger and the challenges greater, so give the characters some advantages too. Character buffs help create the exaggerated, heroic tone of Fool's Gold. Buffs can fundamentally unbalance the game in favor of the players but also give more flexibility and a more relaxed feel to play, especially if you throw overpowered encounters at your players. Consider carefully if that is the type of game you want to run before introducing character buffs.

Spellcasters. Spellcasters do not have to prepare spells or choose which spell they learn. They can cast any spells appropriate to their level from their class' spells list if they have the spell slots for them.

Martials. Non-spellcasters gain an extra feat at level 1 and an additional feat each time they gain an Ability Score Improvement.

SOUL-SHATTERING

It can be tough to create a sense of danger when resurrection magic is relatively easy to come by. To make character death more serious, you can use the following soul-shattering system.

Whenever a character is resurrected, their soul is put under strain. Everyone can be resurrected safely once. However, after the first resurrection, if the character is resurrected again, the player must roll a d100 to determine the success or failure, rolling equal to or above the target number. Every time a character is resurrected successfully, its target number increases.

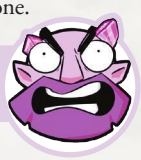
If a resurrection fails, the character's soul shatters, and they can't be resurrected again by any means.

SOUL-SHATTERING RESURRECTION CHANCES

Resurrection	Target Number
1st	Guaranteed success
2nd	50
3rd	75
4th	100
5th	Guaranteed failure

FOOL'S GOLD GMING TIPS

- If you run a game with overpowered heroes and overwhelming challenges, the most important aspect to balance is the power level within the party, not the characters versus the world. If a player's character is falling behind in terms of power and effectiveness compared to their companions, find a way to bring them up to the same level as the other characters. Consider providing magic items or helping them tweak their character build if they've chosen an option they aren't enjoying. Everyone should get a chance to shine.
- Encourage player characters to use the environment to their advantage by demonstrating how with the enemy characters. Have the baddies throw items, hide behind cover, trigger traps, push over spooky ceremonial altars to aberrant beings from beyond the stars, lock doors, and so on to show the players how it's done.



I'm a hazard to the environment at all times!

- Losing a fight doesn't have to mean the end of the adventure. Not every enemy will deal a death blow. They may just knock the party out, take them hostage, or drag them off to their lair to be eaten later. If the party fails, they can face dramatic consequences and new challenges, such as escaping from jail, defending themselves in a court of law, or paying off a massive debt to a necromancer who brought them back to life.

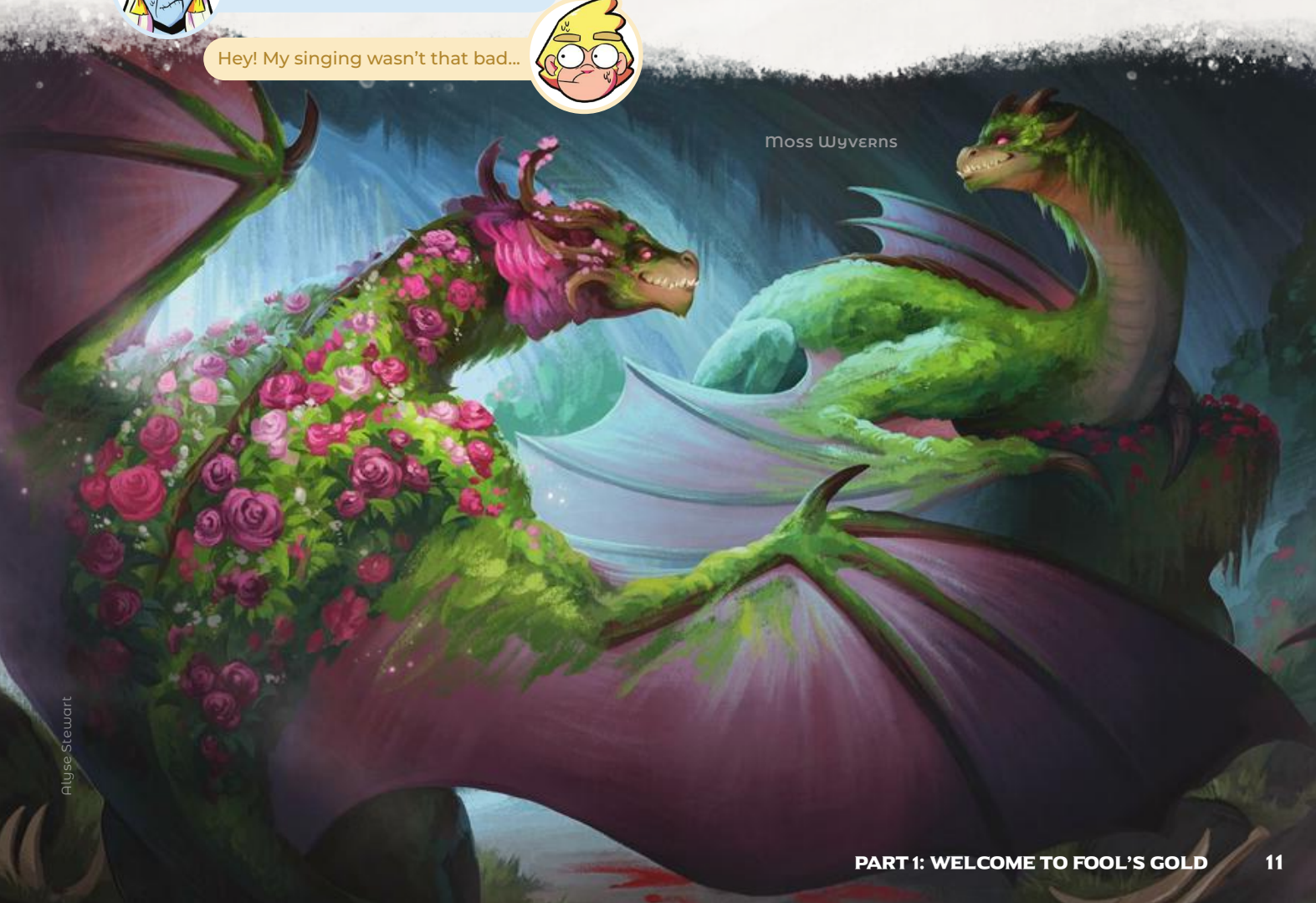
We managed to bounce back after *someone* released a **dire tarrasque*** with his terrible karaoke.

Hey! My singing wasn't that bad...

- Just like the characters, enemies may decide to flee before they are slain. If they get away successfully, they could seek revenge later. It can be fun for players to face recurring villains, and the thrill of finally defeating—or even befriending—a rival after several encounters can be much greater than it would be if the players beat them the first time they met. Whenever your players really hate an NPC that's usually a good sign you should keep them around. You'll find several suggested recurring antagonists in the **Fool's Gold All QUACKed Up** adventure.

Believe me, I would've **loved** to kill **Quinn-Ora*** the first time we met her in the game, but she's slippery...

- Describe what makes enemies unique and adjust their statistics accordingly. To give your encounters depth and keep them fresh, you can vary statistics. For example, describe a **moss wyvern*** with a damaged wing and reduce its fly speed or introduce an overgrown **flower siren*** that is Gargantuan rather than Huge.
- Lean into the cool factor. If a player wants their character to leap off a cliff and onto the dragon's back, let them! It'll be more fun for the fight to continue with them wrestling the dragon—or plummeting to the ground—than if they're waiting about on the cliff edge.



ORIGINAL FOOL'S GOLD CAMPAIGN SUMMARY

STARTING FROM THE BOTTOM

The Fool's Gold crew—magical girl Erina, cursed awakened monkey Sips, swamp witch Gothi, silver fox inventor Julian, and boisterous half-mohsnian barbarian Gorthan—are captured by goblins and thrown into a smelly pit. As they escape, they broker peace with the goblin boss, Mr. Biznez, establishing trade with the nearby village of Bundariko, which becomes the crew's home base.

OH HI, OHIO JACK

In Bundariko, the crew meets the archaeologist Ohio Jack, who studies the ancient foreclaimer civilization in the Bellowing Wilds. He gives the crew their first major quest, sending them to investigate an ancient site nearby. The crew defeats the mechanical guardians and retrieves a large solar crystal. Back in Bundariko, they bump into Mek'Sass, a many-armed snake-like tax collector. She works for Gresh, the green dragon who rules over the jungle. The crew watches in horror as Mek'Sass breaks the mayor of Bundariko's arm because the town's taxes are late.

Episode 7

MECH DRAGON OVER POWERED?

In Bundariko, the crew reencounters tax collector Mek'Sass. They drive Mek'Sass off, and she is so impressed by Gothan's strength that she develops a huge crush on him. Jack sends them on their next quest to explore the Bi-Gem Station. They discover a gigantic dormant mech dragon, which they power up and claim as their slick new ride. Gresh attacks Bundariko for defying her rule, but with the mech dragon, the crew is able to defeat her. They also blow up her gold-filled volcano for good measure.

THE JUNGLE SHEEP INCIDENT

While on a quest to hunt jungle sheep fleece, Gothi couldn't resist petting one, DESPITE MANY PREVIOUS WARNINGS that their wool is a hallucinogen. She starts freaking the QUACK out as she "sees" a huge bear charging at the party. The sheep take the opportunity to attack, causing maximum chaos. Gorthan tries to counterattack by throwing a sword but critically fails and hits Gothi instead, knocking her out. This sends Gothi's sharkhound companion, Jawbone, into a wild rage. He nearly kills the entire party before Gothi recovers just in time to calm him down, drive off the sheep, and heal the party.

Episode 8

A HAIRBRUSH WITH DESTINY

Jack sends the crew to the city of Rascam to find his colleague Texas Thelonius. They arrive to find Tex has been captured by a cruel and bearlike Bearon and is about to be served up for dinner. The crew crashes the Bearon's party to save him. The Bearon's inner bear is unleashed when he eats a *bloodmoon berry**. In desperation, Sips uses an alignment-changing hairbrush that causes the Bearon to become lawful good. Rascam is saved! With a hairbrush! With Tex rescued and the Bearon as their ally, the crew can delve into the foreclaimer factory beneath Rascam and retrieve a second solar crystal.

OLD GOTHI, NEW GOTHI

Jack stuns everyone when he stabs Gothi in the stomach with a *charged power crystal**, revealing that she isn't just an old swamp hag but one of the ancient foreclaimers. The crystal restores Gothi's body and mind to their former augmented state but leaves her with more questions than answers about who she truly is.

Episode 7

SCAN ME

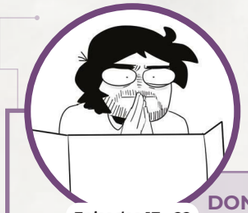
YEETING QUINN-ORA

Quinn-Ora interrogates Sips and Ohio Jack about their plans. Sips recognizes Quinn-Ora as the one who changed him from an ordinary monkey by cursing him with his crocodile hand. Quinn-Ora escapes due to chaos magic shenanigans. The crew tracks her and tries to defeat the slippery warlock. Sips opens a portal to the Elemental Plane of Fire, and Quinn-Ora gets thrown into it by Erina, but not before the warlock decapitates Sip's best friend, Sneeze.

Episodes 3 - 5

PYRITE SLAPFEST

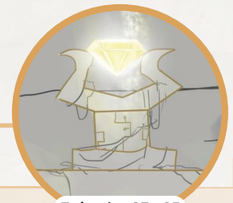
The volcano that the crew blew up spews forth molten gold—Gresh's melted hoard. The gold flows towards Pyrite, making some lucky townsfolk extremely rich. The party investigates and discovers the foreclaimer Augmentation Facility near Pyrite is being used as a tourist trap. They retrieve a third solar crystal but inadvertently release the augmented creatures held in stasis. Furious at losing his lucrative tourist attraction, Pyrite's mayor slaps Gothi but gets slapped to death by Gorthan in response. Julian retires from adventuring and becomes the new mayor of Pyrite, and Gorthan stays to help him, leaving the crew.



Episodes 17 - 22

DON'T SPLIT THE PARTY

Erina stays in Kylandria to deal with her mercury-dragon-mommy issues. Meanwhile, Gothi helps Jack retrieve the last of the solar crystals. She rediscovers her identity as a princess of the foreclaimers. Jack and Gothi activate the solar crystals and prepare to open a portal to discover what happened to Gothi's people. Out on his own, Sips meets a young werewolf named Vicky, who is kind to him when he is not being very kind to himself as he struggles with his curse.



Episodes 23 - 25

BOOM TOWN

The crew reunites in the party town of Fool's Crossing, which they evacuate before opening up the foreclaimer portal. Opening the portal obliterates everything within a 10-mile radius and sends a glowing column of light into the sky. Sneeze stays behind to close the portal behind the crew as Sips, Gothi, Erina, and Jack enter the portal and find themselves in the strange rock-covered world of Seelia. Tensions are high as Gothi and Erina worry about Sips' increasing instability.

FINAL CHOICES

In Seelia, the crew fends off automatons and meets the empathetic foreclaimer tribe known as Stella's Children. They find out that foreclaimers are not as irredeemable as Xanu believes. They meet and capture a foreclaimer named Masika from the city of Rachaka and learn that some foreclaimers cling to their unempathetic ways under the leadership of the heartless Emperor Goddrick III. The crew faces their final decision whether to help Xanu or not and chooses...

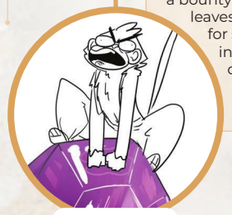
Whoah, whoah! **SPOILERS!** You'll have to watch the videos to find out what happens next.

Episodes 26 and onward

Episodes 1 - 2

THE KARAOKE INCIDENT

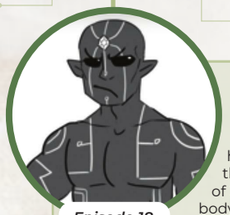
After a brief vacation in Brushwick and Glenshire, Jack, Erina, Sips, Gothi, and Sips' best friend, Sneeze, arrive at Alchemist's Quarry. Sips sings karaoke, but his attempts at magical pyrotechnics go very wrong. His magic goes wild and creates a zone of dead magic over the town, which frees the dire tarrasque trapped beneath Alchemist's Quarry. Quinn-Ora, the creepy leader of Alchemist's Quarry, appears and subdues the monster before turning her attention to the crew.



Episodes 6 - 16

SOUL SEARCHING

The crew learns that Sneeze's soul has been sucked into one of the soul gems that powers the mech dragon. With the help of a jerkass wizard, Mr. Wizardly, the party enters the crystal to retrieve Sneeze's soul so they can resurrect him. After saving Sneeze and with the souls powering the mech dragon depleted, it attempts to destroy Rascam to absorb more souls for power. Luckily for the city, it is being invaded by an army from the nearby country of Kylandria, which supplies the mech dragon with a bounty of souls. The crew leaves the Bellowing Wilds for some adventures in Kylandria before—drama!—the party splits up, much to GM Felix's dismay.



Episode 18

XANU'S REVELATION

Sips learns he has a piece of the shattered god of Xanu within his body. Xanu appears to Sips and reveals that he, Xanu, is responsible for the disappearance of the foreclaimers. Even though Xanu was created by the foreclaimers, he was treated only with cruelty. In revenge, he turned their automatons against them. The surviving foreclaimers fled through a portal into another world. As Xanu followed, the portal closed, and he was shattered. Xanu uses Sips' affection for Vicky to pressure Sips into agreeing to help him finish off the foreclaimers once and for all, as he says they will be a danger to her and the whole world should they return.

Jenna "Dingo" Woldenga

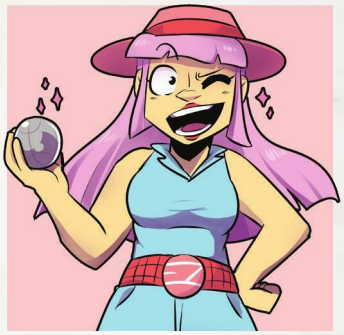
THE FOOL'S GOLD CREW CHARACTER SHEETS

In the following pages you will find the character sheets for the beloved—if questionable—heroes, Erina, Gorthan, Gothi, Julian, and Sips at level 5.

The Crew's features and traits are summarized here. For full information on how to play the new subclasses and races—Magical Protagonist, Soaring Soul, Circle of Swiftness, and Concentrated Chaos—see **Part 2: Character Creation**. The forest beastfolk and mohsnian race details are found in **Part 2** as well. The foreclaimer race can be found in **Part 6: The Foreclaimers**. Other information, such as Julian's subclass and base class and race details, can be found in the 5e Core Rules.

You can use these character sheets as a jumping off point to start playing through **Fool's Gold All QUACKed Up** or a new campaign.

Jenna "Dingo" Woldenga



ERINA ZUCCARINI

Player Name Carson
Character Pronouns she/her
Alignment Chaotic Good
Race Human
Class Fighter: Magical Protagonist
Level 5

ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
10	16	14	11	13	16
+0	+3	+2	+0	+1	+3

15	+3	30FT
ARMOR CLASS	INITIATIVE	SPEED

44	HIT POINTS
5D10	HIT DICE
+3	PROFICIENCY BONUS

SAVING THROWS

- +3 STR
- +3 DEX
- +5 CON
- +0 INT
- +1 WIS
- +3 CHA

SKILLS

- +6 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +0 Athletics (Str)
- +3 Deception (Cha)
- +0 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +4 Perception (Wis)
- +6 Performance (Cha)
- +6 Persuasion (Cha)
- +0 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +1 Survival (Wis)

PROFICIENCIES

Armor All armor, shields
Weapons Simple weapons, martial weapons
Tools Cobbler's tools, weaver's tools
Languages Common, Draconic

BACKSTORY

Erina, daughter of Giacomo and Mona Zuccarini, was born in Kylandria and was expected to become an entertainer like her parents. However, Erina had a different dream—to be a fashion designer. She traveled to the Bellowing Wilds to hone her design skills and discover new and exciting textiles.

Erina possesses a magical ring she inherited from her mother. Her family claims the ring contains a crystal fragment of an ancient creature of immense power and evil. More importantly, the ring allows her to transform into a magical girl, complete with a costume change and lots of sparkles!

Erina is young, inexperienced, and naive. She covers up her insecurities with coarseness and arrogance. She's also dangerously charming, able to sway folks through honeyed words and guile. While she can be a bit abrasive, deep down, she genuinely cares about the Fool's Gold Crew.

Erina takes personal responsibility very seriously. She tries to fix any problem she feels responsible for, even if the solution is beyond her abilities (though she's very, VERY careful to avoid people finding out she's at fault.)

TRAITS

Ideal: "Hope, friendship, and justice were ingrained in me by my family, though I struggle to understand what they truly mean."
Bond: "I want to show the world that I'm capable of achieving whatever I set out to do."
Flaw: "I view all relationships as fleeting. People can't abandon me if I abandon them first."

FEATURES

Action Surge (Recharges on a Short or Long Rest). Erina can take one additional action on her turn.
Extra Attack. Erina can attack twice whenever she takes the Attack action on her turn.
Second Wind (Recharges on a Short or Long Rest). Erina can use a bonus action to regain 1d10 + 5 hit points.
Magical Transformation. Erina can transform into her magical girl form using an action. While she is in her magical girl form, she can use her style points and hero powers. Each creature within 20 feet that can see her must succeed on a Charisma saving throw or become blinded until the end of her next turn. Erina can also transform as a bonus action, but this does not trigger the saving throw.
Magical Trinket. When Erina transforms, she can choose any number of creatures to automatically succeed on their saving throw against her transformation's effects.
Style Points (Recharges on a Short or Long Rest). Erina has 3 style points that she can spend to fuel her Hero Powers. She also regains 1 style point when she rolls a critical hit on an attack or rolls a 20 on a Charisma check.
Hero Powers. Erina's Hero Power DC is 13. Erina has the following hero powers:

Extra Sparkly Hero Attack. Erina can add 3 radiant damage to a weapon attack per 1 style point she spends. Targets who take this damage must make a Constitution saving throw or become blinded until the start of her next turn.
Lovely Hero. Erina can spend 2 style points to cast *charm person*.
Hot-Headed Hero. Erina can spend 2 style points to cast *heat metal* as an action and has resistance to fire damage while maintaining concentration on this spell.

ACTIONS

Attack	Reach/Range	Hit	Damage
Steel Ball	5ft. / 20(60) ft.	+7	1d4 + 3

EQUIPMENT

Two *Erina's steel balls of hope**, entertainer's pack, fine clothes (that she made herself), a magical trinket ring containing a *Xanu shard**

Jenna "Dingo" Woldenga

GORTHAN

Player Name John
Character Pronouns he/him
Alignment Chaotic Good
Race Half-mohsnian
Class Barbarian: Path of the Soaring Soul
Level 5

ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
16	14	16	8	14	8
+3	+2	+3	-1	+2	-1

15	+3	40FT
ARMOR CLASS	INITIATIVE	SPEED

55 HIT POINTS

5D12 HIT DICE

+3 PROFICIENCY BONUS

SAVING THROWS

- +5 STR
- +2 DEX
- +6 CON
- -1 INT
- +2 WIS
- -1 CHA

SKILLS

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- -1 Arcana (Int)
- +6 Athletics (Str)
- -1 Deception (Cha)
- -1 History (Int)
- +2 Insight (Wis)
- +2 Intimidation (Cha)
- -1 Investigation (Int)
- +2 Medicine (Wis)
- -1 Nature (Int)
- +5 Perception (Wis)
- -1 Performance (Cha)
- -1 Persuasion (Cha)
- -1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +5 Survival (Wis)

PROFICIENCIES

Armor Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools Jeweler's tools, smith's tools
Languages Common
Damage Resistances radiant, poison
Immunities petrification, disease

BACKSTORY

Gorthan was born in an isolated clan of mountain people deep in the wilderness. After an incident involving some magical dust transformed him into Ambria's first half-mohsnian, he left the safety and security of his family to seek adventure.

Gorthan is a blunt and straightforward man who loves to forge new weapons, specializing in massive swords. He is eager to expand his fighting and crafting skills and approaches life with honest enthusiasm. Gorthan will always leap to the aid of his friends.

Unlike other mohsnians, Gorthan needs to eat to live and does not gain power from the sun. Gorthan is not so much a simple meat and potatoes man as he is a meat and meat man.

TRAITS

Ideal: "I'm gonna be the best Gorthan I can be."
Bond: "My swords and I will expand our horizons."
Flaw: "I won't hesitate to get myself into deadly situations if it looks fun."

FEATURES

Gemstone Armor. Gorthan's crystalline body is hard and durable, and while not wearing armor, his armor class is equal to 10 + his Constitution modifier + his Dexterity modifier. If Gorthan is using a shield, he can apply the shield's bonus as normal.

Danger Sense. Gorthan has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

Extra Attack. Gorthan can attack twice whenever he takes the Attack action on his turn.

Fast Movement. Gorthan's speed increases by 10 ft. while Gorthan isn't wearing heavy armor.

Rage (3/Long Rest). On Gorthan's turn, he can enter a rage as a bonus action.

Reckless Attack. When Gorthan makes his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against Gorthan have advantage until his next turn.

Soul-Bound Weapons. Gorthan can have a number of soul-bound weapons equal to his Constitution modifier (minimum of 1). He can wield them one-handed for the purpose of two weapon fighting. Additionally, he always uses the larger damage die. His attacks with his soul-bound weapons are considered magical. Additionally, he is immune to damage from his soul-bound weapons and can sense their directions as long as he is on the same plane of existence.

Ranged Strike. Gorthan can throw his soul-bound weapon and make ranged attacks with it using his Strength modifier instead of his Dexterity modifier, at a range of 20/60 feet. When Gorthan makes a ranged strike with his soul-bound weapon while he is raging, if the attack hits, he can have his weapon fly back to his grasp.

Shared Demise. If any of Gorthan's soul-bound weapons are destroyed, he immediately drops to 0 hit points. If he rolls a 20 on his death saving throws while unconscious due to this shared demise, he regains half the hit points he had when his weapon was destroyed. If he rolls 3 successful death saving throws, he regains 1 hit point.

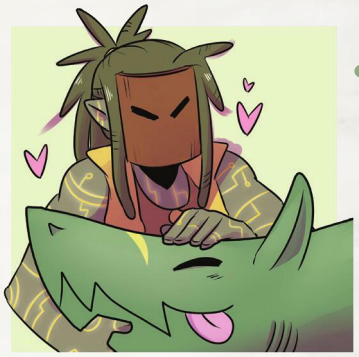
ACTIONS

Attack	Reach/Range	Hit	Damage
Greatsword	5ft. / 20(60) ft.	+5	2d6 + 3 slashing

EQUIPMENT

Explorer's pack, *Gorthan's kilt**, two soul-bound crystal greatswords, gord of crystal power

Jenna "Dingo" Woldenga



GOTHI

Player Name Avery
Character Pronouns she/her
Alignment Chaotic Good
Race Foreclaimer
Class Druid: Circle of Swiftness
Level 5

ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
14	12	10	13	18	10
+2	+1	+0	+1	+4	+0

12	+1	30FT
ARMOR CLASS	INITIATIVE	SPEED

28	HIT POINTS
5D8	HIT DICE
+3	PROFICIENCY BONUS

SAVING THROWS

- +2 STR
- +1 DEX
- +0 CON
- +4 INT
- +7 WIS
- +0 CHA

SKILLS

- +1 Acrobatics (Dex)
- +7 Animal Handling (Wis)
- +4 Arcana (Int)
- +2 Athletics (Str)
- +0 Deception (Cha)
- +1 History (Int)
- +4 Insight (Wis)
- +0 Intimidation (Cha)
- +1 Investigation (Int)
- +7 Medicine (Wis)
- +4 Nature (Int)
- +7 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +1 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +4 Survival (Wis)

PROFICIENCIES

Armor Light armor, medium armor, shields
Weapons Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears
Tools Alchemist's supplies, herbalism kit, poisoner's kit
Languages Common, Druidic, Elvish, Stelkin

BACKSTORY

Gothi, full name Gothica Diossol, is a remnant and survivor of the ancient foreclaimer civilization. Once a princess, she stood apart from the rest of her people rather than over them as a ruler. Gothi's empathy made her feel out of place in a society that valued efficiency over emotions. This empathy saved her, as her bond with the artificial god Xanu led him to spare her life when he tried to wipe out her people. Sustained by the gift of longevity from Xanu, Gothi survived into the present day. However, without a power crystal to charge her augmentations, Gothi shriveled into a confused swamp witch and forgot her identity.

Like a tree standing amidst the chaos of the jungle for centuries, Gothi has a quiet tolerance to the rampant nonsense she sees daily. She appears wise and calm, but that is mainly due to her expressionless wooden mask. Gothi cares for her companions, but her closest bond is with Jawbone, her loyal sharkhound.

After years of surviving among the Bellowing Wilds' lethal plants, Gothi is an expert in mixing deadly poisons. She can be reckless with her alchemical brews and reacts to accidental poisonings with deadpan indifference.

TRAITS

Ideal: "I can forgive careless mistakes but never intentional malice."
Bond: "I will choose my beloved Jawbone's safety over anyone else's."
Flaw: "I'm often lost, but I don't know how to admit it because people rely on me."

FEATURES

Darkvision. Gothi can see in dim light within 60 feet of her as if it were bright light, and in darkness as if it were dim light. She can't discern color in darkness, only shades of gray.
Fey Ancestry. Gothi has advantage on saving throws against being charmed, and magic can't put her to sleep.
Stella's Blessing. Gothi knows the *light* cantrip. Intelligence is her spellcasting ability for this spell.
Ritual Casting. Gothi can cast a druid spell as a ritual if that spell has the ritual tag and she has the spell prepared.
Wild Shape (2/Short Rest). Gothi can use her action to magically assume the shape of a beast she has seen before of up to CR 1/2 that does not have a flying speed.
Companion Mount. Jawbone the sharkhound is Gothi's companion mount.
Twin Beastshape. Gothi can wildshape into a form that matches Jawbone's, ignoring the CR restrictions of her Wildshape ability.

SPELLCASTING

Spell save DC 15
Spell attack modifier +7

PREPARED SPELLS

Cantrips: *druidcraft, light, mending, poison spray*
1st level: *cure wounds, Gothi's floral deluge*, instant trap*, speak with animals*
2nd level: *barkskin, sphere of comfort*, spike growth*
3rd level: *daylight, plant growth*

ACTIONS

Attack	Reach/Range	Hit/DC	Damage
Spear	5ft. / 20(60)	+5	1d6 + 2 / 1d8 + 2 piercing
Poison Spray	10 ft.	Con 15	2d12 poison

EQUIPMENT

Gothi's spear, Gothi's mask**, a cursed pet rock named Dwayne, alchemist's supplies, explorer's pack.

Jenna "Dingo" Woldenga

JULIAN

Player Name Puddles
Character Pronouns he/him
Alignment Chaotic Good

Race Dragonborn-half-elf
Class Wizard: School of Evocation
Level 5

ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
8	14	8	18	14	14
-1	+2	-1	+4	+2	+2

12	+2	30FT
ARMOR CLASS	INITIATIVE	SPEED

17	HIT POINTS
5D6	HIT DICE
+3	PROFICIENCY BONUS

SAVING THROWS

- -1 STR
- +2 DEX
- -1 CON
- +7 INT
- +5 WIS
- +2 CHA

SKILLS

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +7 Arcana (Int)
- -1 Athletics (Str)
- +2 Deception (Cha)
- +7 History (Int)
- +5 Insight (Wis)
- +2 Intimidation (Cha)
- +7 Investigation (Int)
- +2 Medicine (Wis)
- +4 Nature (Int)
- +5 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +4 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)

PROFICIENCIES

Armor None
Weapons Daggers, darts, slings, quarterstaffs, light crossbows
Tools Smith's tools, tinker's tools
Languages Common, Draconic, Elvish
Damage Resistances lightning

BACKSTORY

Julian comes from a long line of scholastic crafters. His mother was a dragonborn, and his father was an elf. Julian dabbled in various crafts, eventually settling on arcane engineering. During his studies, he fell in love with a free-spirited woman named Nuri. Though Julian's family disapproved of his marriage, he and Nuri created a happy life together and started a family. Julian enjoyed many happy years crafting arcane devices and caring for his children and grandchildren.

However, these joyful days ended when criminals took Julian's wife, children, and grandchildren hostage. The gang demanded a massive ransom for their safe return. Since Julian's snooty relatives refused to help him, he joined the Fool's Gold group, hoping to make enough money to get his family back.

Julian is a silver fox, and he knows it. But he is a one-woman man, and no one could ever replace his wife, Nuri. His most prominent trait is his ability to stay calm no matter how chaotic or dangerous the situation is. Despite his arcane prowess, he prefers to focus on creation, not destruction. He has zero fighting skills.

TRAITS

Ideal: "I am a family man through and through."
Bond: "I will reunite with my family and create a community where they can flourish."
Flaw: "I'm easily distracted by shiny technology, even while my friends are getting attacked."

FEATURES

Darkvision. Julian can see in dim light within 60 feet of him as if it were bright light, and in darkness as if it were dim light. He can't discern color in darkness, only shades of gray.

Draconic Ancestry. Julian has blue dragon ancestry, which gives him resistance to lightning damage.
Fey Ancestry. Julian has advantage on saves against being charmed, and magic can't put him to sleep.
Arcane Recovery. Once per day, when Julian finishes a short rest, he can choose to recover expended spell slots. The spell slots can have a combined level that is equal to or less than half his wizard level (rounded up), and none of the slots can be 6th level or higher.
Evocation Savant. The gold and time Julian must spend to copy an evocation spell into his spellbook is halved.
Sculpt Spells. When Julian casts an evocation spell that affects other creatures that he can see, he can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

SPELLCASTING

Spell Modifier +4
Spell Attack +7
Spell Save DC 15

PREPARED SPELLS

Cantrips: *guidance, gust, mending, message*
1st level: *grease, identify, mage armor, unseen servant*
2nd level: *arcane lock, magic weapon*
3rd level: *conjure potion blooper*, dream delivery*, glyph of warding*

ACTIONS

Attack	Reach/Range	Hit	Damage
I'd rather not	—	—	—

EQUIPMENT

*Julian's tea cup**, fine clothes (tailored by Erina), scholar's pack

Jenna "Dingo" Woldenga

SIPS

Player Name Dingo
Character Pronouns he/him
Alignment Chaotic Neutral
Race Awakened monkey (forest beastfolk)
Class Sorcerer: Concentrated Chaos
Level 5

ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
10	14	12	14	10	17
+0	+2	+1	+2	+0	+3

12	+2	30FT
ARMOR CLASS	INITIATIVE	SPEED

27 HIT POINTS

5D6 HIT DICE

+3 PROFICIENCY BONUS

SAVING THROWS

- +0 STR
- +2 DEX
- +4 CON
- +2 INT
- +0 WIS
- +6 CHA

SKILLS

- +5 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +2 Arcana (Int)
- +0 Athletics (Str)
- +6 Deception (Cha)
- +2 History (Int)
- +3 Insight (Wis)
- +3 Intimidation (Cha)
- +2 Investigation (Int)
- +0 Medicine (Wis)
- +2 Nature (Int)
- +3 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- +2 Religion (Int)
- +5 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +3 Survival (Wis)

PROFICIENCIES

Armor None
Weapons Daggers, darts, slings, quarterstaffs, light crossbows
Languages Abyssal, Common, Goblin, Monkey

BACKSTORY

Sips is a very angry monkey. He was originally a regular monkey until he was awakened by an experiment done by the Splicer warlock Quinn-Ora. She removed his right hand, replacing it with a cursed crocodile claw. He managed to escape and fled to the relative safety of Bundariko. Before his adventuring life began, Sips made a living as an antiques merchant. With his cursed crocodile hand Sips "accidentally" created cursed items with his touch curse, which he sold to people he didn't like. So, it's best to not go in for a hug.

Sips is angry at the world and is very rough around the edges. He has a very short temper and will happily scam you out of your gold as he sees stupidity as fair game. He sees laws and rules as other people's problems, not his. Sips is rarely without his faithful companion, Sneeze, who is a… well no one really knows? But they are best friends. Good luck trying to come between them, as Sips will do anything and everything for his friend.

TRAITS

Ideal: "If you get scammed it's your own damn fault."
Bond: "I'm gonna get back my hand and take control of my curse, even if it kills me."
Flaw: "I mean… I mess up a lot. LOOK MAN, IT'S COMPLICATED."

FEATURES

Enhanced Perception. Sips has advantage on Perception checks made using sight.
Treeborn Beast. Sips makes Survival checks in forest environments with advantage.
Touch Curse. Sips is cursed. His right hand is scaly and green. Any person or object he touches with that hand also becomes cursed, unless they are already cursed. When he curses a person or object, roll on the Curses table in Appendix F to determine the curse.
Font of Magic (Recharges on a Long Rest). Sips has 5 sorcery points.
Convert Sorcery Points. As a bonus action, Sips can use his sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points.
Metamagic. Sips can use one of the following Metamagic options when he casts a spell.

Heightened Spell. When Sips casts a spell that forces a creature to make a saving throw to resist its effects, he can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.
Quickened Spell. When Sips cast a spell that has a casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Chaos Surge Threshold. Sips' chaos surge threshold is a number between 0 and 100, linked to his curse. It can increase or decrease in strength. The higher the percentage of his body covered by the curse, the higher his Chaos Surge Threshold becomes.
Chaos Surges. Every time Sips casts a spell using a spell slot, he rolls a d100 to determine if he triggers a Chaos Surge. If he rolls below his current Chaos Surge Threshold, the spell goes wild, and Sips rolls on the tables in Appendix E to determine the effect.
Concentrated Chaos Magic. Sips learns additional Concentrated Chaos spells. He forgets these spells and learns new ones when he finishes a long rest.

SPELLCASTING

Spell save DC 14
Spell attack modifier +6

KNOWN SPELLS

Cantrips: *dancing lights, fire bolt, mage hand, minor illusion, prestidigitation*
1st level: *color spray, hideous laughter^, mage armor*
2nd level: *rope trick^, levitate, scorching ray*
3rd level: *chaos shield*, lightning bolt, phantom steed^*
^ Concentrated Chaos spells

ACTIONS

Attack	Reach/Range	Hit	Damage
Claws	5 ft.	+5	1d6 + 2 slashing
Fire bolt	120 ft.	+6	2d10 fire

EQUIPMENT

An antique pocket watch, explorer's pack, *Sips' hairbrush**, dagger (probably cursed)

Jenna "Dingo" Woldenga

PART 2
CHARACTER CREATION

CHARACTERS FROM THE BELLOWING WILDS

Tough environments breed tough people, and those who live in the Bellowing Wilds are as tough as they come. You were taught to distrust every leaf, twig, and beast that moves through the bushes because you know just about anything in the jungle could kill you and will probably try. Each day you survive in the Wilds is an accomplishment most are eager to celebrate. You may or may not have traveled outside the jungle, but you know the parties here are livelier, the boasts louder, the food tastier, and the drinks more quenching than anywhere else in Ambria. The people shaped by the Bellowing Wilds are as varied as the jungle itself.

You can find more information about how life in each settlement might have influenced your character and more questions to help you create your character in **Part 5: Exploring the Bellowing Wilds**.

If your character comes from within the Bellowing Wilds, consider the following questions:

- Which settlement were you born in? Or were you born and raised outside one of the major areas? How has your place of origin shaped you?
- What are your ambitions for yourself and your home? Do you have any wishes for how the Wilds might change?

CHARACTERS FROM BEYOND THE BELLOWING WILDS

Every day, new folk arrive in the Bellowing Wilds with a dream in their heart and a gleam in their eye. Many new arrivals barely last a few days, but others manage to make a life for themselves here. Many come from the land to the northeast, Kylandria. Others come from the distant isles of Sylah or the gnomish kingdom of Fallstreak. Wherever people come from, it doesn't take long for the jungle to change them—typically into either corpses or adventurers.

You are probably brave, foolish, or desperate if you've arrived in the Bellowing Wilds. Maybe you're looking to try world-class cuisine, explore the jungle for ruins or rumored treasure, or you're looking to test your mettle against some of the biggest threats in Ambria. It's well-known that fugitives appreciate the remoteness of the Bellowing Wilds. Are you chasing someone down? Or are you on the run yourself? Whatever your reason for coming here, few new arrivals are truly prepared for the harsh realities of the jungle. Do you know what you're really getting into?

If your character comes from outside the Bellowing Wilds, consider the following questions:

- What motivated you to come here? Are you running from something, or has the jungle drawn you to it? Are you here willingly or not?
- How recently have you arrived? What was your first impression of the Bellowing Wilds? How does it differ from your home?

NEW BACKGROUNDS

There are three new backgrounds presented in this section—Cursed Soul, Goldshaper, and Outback Cook. For additional curses to use with the Cursed Soul background or with any character, see **Appendix F**.

NEW RACES

In the following section, you will find details about three new playable races–beastfolk, mohsnians, and weavers–as well as information about other common races in Ambria.

Playing a Transformed Race. The beastfolk and weavers are both transformed races, meaning that characters can be transformed from other races into these races. These transformations can occur before or during a campaign. Characters of all races can undergo the Ceremony of Weaving to become a weaver, and all races can undergo the Beastfolk Splicing Ritual to become a beastfolk. If a player character is transformed, this should always follow a discussion between the GM and the player.

The Foreclaimers. In addition to the three new races presented here, there is a fourth new playable race—foreclaimer. The foreclaimers are largely unknown in modern Ambria, so much so that they have their own part of this book, **Part 6: The Foreclaimers**, full of lore and what some call "spoilers." With your GM's approval, turn to that chapter to find the details you'll need to create a foreclaimer character.

NEW SUBCLASSES

In this section, you find eight new subclasses—Barbarian: Soaring Soul, Druid: Circle of Swiftness, Fighter: Magical Protagonist, Ranger: Cryodon Guide, Monk: Way of Healing Hands, Paladin: Oath of Survival, Sorcerer: Concentrated Chaos, and Warlock: The Splicer.

Additional Material. New spells found in these subclasses can be found in **Appendix B**. The Chaos Surge tables, used by the concentrated chaos sorcerer, are in **Appendix E**.

CURSED SOUL

Your very soul is cursed. Misfortune and misery stick to you like the dung you just accidentally stepped in (again). Whenever things are going well, your curse ruins it. Whether you brought this fate upon yourself or were the hapless victim of circumstance, the curse is something you must live with. Your curse arouses fear in the superstitious, but something keeps you going. It's up to you to find a way to lift your curse or to accept the challenges it brings to your life. Either way, a long road lies ahead.

Your curse can't be removed through ordinary means. Choose a curse and its origin from **Appendix F: Curses**, or create one yourself.

Felix and I wanted to create meaningful curses that couldn't simply be *remove curse*-ed... so here, have some suffering. You're welcome!

Skill Proficiencies: Insight, Intimidation
Languages: One of your choice of Abyssal, Celestial, Deep-Speech, Draconic, Infernal, Primordial, or Sylvan, and one other language
Equipment: A knife, an unpaid bill, a sentimental trinket, a set of common clothes, and a pouch containing 2gp and a small rock

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FEATURE: FEARED OUTCAST

Your curse has marked you as an outsider. Everywhere you go, people look upon you with suspicion and fear. When in a small or superstitious settlement, you can get away with minor offenses such as refusing to pay for food at a tavern or breaking the doors of a shop, as most people fear you. Your status as an outsider makes others on the fringes of society more willing to share information and provide you with hospitality.

Sips' Curse

Jenna "Dingo" Woldenga

SUGGESTED CHARACTERISTICS

People with cursed souls are greatly influenced by the way the curse has affected their lives. Those who have mostly managed to avoid the negative consequences of their curse may live relatively happy lives, while those who have experienced many accidents and unlucky circumstances tend to be quite pessimistic about the world.

d8	Personality Trait
1	My experiences have left me bitter and cold.
2	I am always ready to flee when I sense danger.
3	My trust is hard won and easily lost.
4	I am empathetic toward others who are suffering.
5	I'm an eternal optimist.
6	I have come to enjoy life's simple pleasures. A cool breeze, a warm bed, or a hot meal can make my day.
7	I study arcane mysteries to better understand my curse.
8	Being close to other people makes me anxious.

d6	Ideal
1	**Prudence.** Meddling with forces we don't understand only brings trouble. (Neutral)
2	**Spite.** This world wronged me; I will do what I want and take what I'm owed. (Evil)
3	**Acceptance.** Those who accept me for who I am are my true family. (Neutral)
4	**Self-Determination.** Curse or no curse, no one tells me what to do. (Chaotic)
5	**Sacrifice.** I won't let anyone else suffer the way I have, no matter the cost to myself. (Good)
6	**Hope.** I won't let this curse break my spirit. (Any)

d6	Bond
1	I will find the one responsible for my curse and make them pay.
2	My curse has affected someone I care about; I must help them.
3	Why should I be the only miserable one? I will live happily and spread my curse as much as I can.
4	I have done something terrible and deserved this curse. I will repent and seek forgiveness.
5	I was driven away from my home, friends, or family due to my curse. I want to go back.
6	I want to understand how and why I was cursed and learn how to lift it.

d6	Flaw
1	I have no regard for my own safety. I'm already cursed; what more could happen?
2	I keep my true self hidden to avoid being hurt.
3	I'm quick to make accusations of others and deflect blame for my actions.
4	I'm always second-guessing my actions.
5	I never let go of a grudge.
6	I would do anything to lift my curse.

GOLD SHAPER

You were born with innate magic that allows you to shape gold with your mind alone. Only a few are born with your gift, and though superstitious folk may accuse you of making a bargain with devils for your power, no one quite knows where the magic of gold shaping came from. Perhaps you were lucky enough to find a mentor capable of training you in the use of your gift. Or perhaps you were cared for by a noble patron who spared no expense for your education? Or maybe you fell in with those who wanted to use your skills to enrich themselves? Wherever you go, you will find people who are interested in your gift.

Skill Proficiencies: History, Persuasion
Tool Proficiencies: Jeweler's tools, smith's tools, or tinker's tools
Languages: One of your choice
Equipment: A light hammer, a set of either jeweler's tools, smith's tools, or tinker's tools, a note with the details of the latest piece you were commissioned to make, a signet ring bearing your maker's mark, a set of fine clothes, and a pouch containing 15gp

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FEATURE: GOLD SHAPING

From birth, you have been able to shape gold using your innate magic into any form you choose. You use your Charisma to shape gold and are proficient in any gold shaping checks you make to craft objects from pure gold. The GM treats gold shaping checks as checks made using a set of artisan's tools for the purpose of crafting objects. Shaping gold requires immense focus, and you must concentrate on your shaping as if you were concentrating on a spell.

FEATURE: LET'S MAKE A DEAL

As a gold shaper, your rare gift keeps your services in high demand. You generally find yourself in good company among merchants and the nobility. In a large enough settlement, you can find merchants or patrons who will pay you wages enough to maintain a comfortable lifestyle in exchange for your work. Furthermore, you can usually find those in need of your talents who are willing to provide information, favors, or other special services instead of payment.

SUGGESTED CHARACTERISTICS

Gold shapers may be honored or distrusted for their gift. Their outlook is greatly shaped by whether they were able to find a supportive mentor early on or if they were exploited by those trying to turn a profit off their ability.

d8	Personality Trait
1	I name my lovely creations and talk to gold.
2	I'm a perfectionist when it comes to everything, not just my gold shaping.
3	I want people to recognize how fabulous I am and show off my power whenever I can.
4	I'm always wary of those who might try to cheat me and keep my abilities hidden.
5	I have a sharp appraising eye and am quick to lavish others' work with either praise or insults depending on its quality.
6	I grew up poor. I cherish every piece of gold I earn.
7	I idolize the person who trained me.
8	Everyone has their price, and I'm ready to make a deal.

d6	Ideal
1	**Charity.** What good is personal wealth if it impoverishes the world? It's time to start giving back. (Good)
2	**Artistry.** The core of art is self-expression, and my work speaks for itself. (Any)
3	**Greed.** I intend to squeeze gold out of people one way or another. (Evil)
4	**Power.** I'll use my wealth to gain the status and influence I deserve. (Lawful)
5	**Beauty.** I want to leave a legacy of lasting beauty through my work. (Good)
6	**Reserve.** I'm determined to hide my natural skills, so I won't be exploited. (Any)

d6	Bond
1	I will train until I can create the grandest golden artifact of all time.
2	I have a mentor who is renowned throughout Ambria. I long to leave their shadow and make a name for myself.
3	I will uncover the true origin of my gift.
4	I cheated my former patron, and they still hold a grudge against me.
5	I am working on an exquisite piece of jewelry to impress someone I deeply care for.
6	I've seen too many become corrupted by greed and struggle to fight this temptation within myself.

d6	Flaw
1	I insulted a noble with my art and would do so again.
2	I assume the worst in people and aim to cheat others before they can cheat me.
3	I must try to improve any golden objects I come across.
4	I favor style over substance.
5	I am insecure about my skills and cover this with boasting.
6	I have developed expensive tastes and constantly need more gold to fuel my lifestyle.

OUTBACK COOK

You are an outback cook, a survival expert who has learned from painstaking trial and error how to cook up the most delectable bits of just about any monster you come across. You are as rugged as your meals are delicious, and your time camping out with only your wits and culinary skills to rely on has given you a unique perspective on life. Outback cooks have a motto: "Your next meal could be your last, so it might as well be tasty!" Whether you're a thrill-seeker who enjoys the taste of danger, a culinary rogue bored by the tepid offerings in your home city, or simply someone who does what's needed to endure the Bellowing Wilds, you know no meal can be taken for granted.

> The unsung heroes of the Bellowing Wilds were the first people brave enough to figure out what we could and could not eat.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Cook's utensils and one other of your choice

Equipment: A butcher's knife**,** sickle, a set of cook's utensils, a pouch filled with eleven different herbs and spices, a flask of cooking oil, a book of recipes you've developed on the trail, an inkpen, a bottle of ink, a set of traveler's clothes, and a pouch containing 5gp

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FEATURE: CAMPOUT CUISINE

As an outback cook, you have experience using many rare and unusual ingredients while braving both the figurative and literal frontiers of gourmet cooking. While traveling in the wilderness, you can always tell whether or not wild creatures, plants, or berries you find are edible (decided by the GM). You can also use parts of the corpse of any aberration, beast, dragon, monstrosity, ooze, or plant that hasn't been dead for more than a day as ingredients and can make meals out of them, provided you have access to cook's utensils. Creatures that spend at least one hour eating the dish you cook gain temporary hit points equal to your character level. A creature can only benefit from this feature once per day. Bon appetit!

FEATURE: FROM THE STOMACH TO THE HEART

Your culinary explorations have taught you how to fine-tune your meals to please audiences with different preferences. When you cook a meal for people, provided you have the ingredients you need, the people who eat your food are inclined to enjoy it and admire you.

SUGGESTED CHARACTERISTICS

Outback cooks enjoy traveling worldwide to learn cooking techniques and develop special meals. They meet people from countless different backgrounds, shaping their choice of cuisine and outlook on the world.

d8	Personality Trait
1	The wild is my kitchen, and those in it must follow my rules because I'm the Head Chef.
2	I'm always eager to learn, especially if it can help my cooking.
3	I can't help but review and critique every meal I eat.
4	I speak plainly. Honesty is the best policy, even if the truth is bitter.
5	My self-worth deflates like a bad souffle whenever someone speaks harshly to me.
6	I don't believe in wasting food and am touchy about others not finishing their meals.
7	I'll try anything once, whether that's an ingredient or a dangerous activity.
8	I don't express myself well with words. I show how I feel through the food I cook.

d6	Ideal
1	**Charity.** Gold won't fill hungry stomachs, but my meals can. (Good)
2	**Community.** Most disagreements can be solved by sitting down to eat together. (Good)
3	**Control.** If someone's hungry enough, they'll eat whatever you feed them. (Evil)
4	**Conservation.** Nature provides us with sustenance, so we must protect its bounty. (Lawful)
5	**Thrill Seeking.** Danger is the best sauce. (Chaotic)
6	**Innovation.** Our minds, like our palates, crave what's new and fresh. (Chaotic)

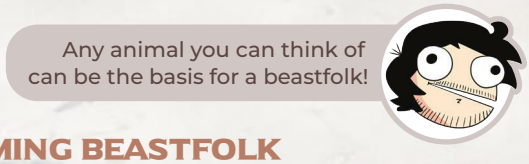
d6	Bond
1	One day, I will prepare a meal worthy of the great dragon Gresh and serve it to her.
2	Someone poisoned my food and framed me for the deed. I will serve them an ice-cold dish of revenge.
3	I will feed anyone who is hungry and never waste any food.
4	I lost someone on an outback expedition because I was careless. I will never let this happen again.
5	I want to improve my craft to impress my mentor.
6	I'm only adventuring until I can afford to retire and start my own restaurant.

d6	Flaw
1	I have a terrible sense of smell.
2	I always believe I know best, both in and out of the kitchen.
3	I guard the secrets of my recipes and ingredient sources far too jealously.
4	My food is always spicy enough to make a dragon cry.
5	I'll risk life and limb for a rare ingredient.
6	Any criticism sends me into a spiral of self-doubt.

NEW RACES

BEASTFOLK

Take a humanoid and an animal, toss them in a magical blender, and what do you get? Beastfolk. Thanks to their varied origins and different animal traits, beastfolk are a hugely varied people. Beastfolk can be created from a blend of any kind of humanoid and animal.



BECOMING BEASTFOLK

Humanoids can become beastfolk by undergoing the beastfolk splicing ritual, performed by a skilled Splicer warlock. For some, becoming a beastfolk can be a true rebirth or a way of gaining new abilities and perspectives. Some seek the mental and physical prowess that results from the ritual. Others are looking for a chance at a new life or running away from their past.

Many beastfolk have never experienced the splicing ritual firsthand but instead were born to one or more beastfolk parents. Most beastfolk children inherit only one parent's animal appearance.

CONNECTION TO NATURE

Beastfolk's animal natures can be expressed in many ways and to different degrees. Some beastfolk may have enhanced hearing or sense of smell; others may be able to see more of the color spectrum. Some find it easy to balance their animal or humanoid aspects, while others struggle to keep both sides of their nature in harmony.

BEASTFOLK NAMES

Some beastfolk keep the name they had before they were transformed. Others choose a new name, especially if they became a beastfolk to leave their past behind. In many beastfolk families, giving children names referencing their animal aspects is considered unusual. These families tend to look to elf, human, halfling, or orc names for inspiration. It is rare for any beastfolk to use a family name—a tradition stemming from the separation that the ritual represents between one's old life and one's new life.

Example Female Names: Annie, Hana, Ji-an, Lulu, Noor, Pippa, Sara, Zaya

Example Male Names: Danny, Idris, Jose, Luca, Max, Omar, Robert, Sanjay

Example Gender Neutral Names: Alex, Blake, Flossy, Kane, Roni, Jojo, Tolu, Yuuki

BEASTFOLK TRAITS

As someone who was either born or transformed into a beastfolk, you have certain traits in common with other beastfolk. Beastfolk are very diverse, based on the animal used to create them, how they became a beastfolk, and their life experiences.

Ability Score Increase. Your Wisdom score increases by 1, and your choice of either Strength, Dexterity, or Constitution increases by 1 as well.

Leesha Hannigan & Sam Key

Age. Your maximum natural lifespan depends on your own or your ancestors' original humanoid race, combined with the longevity of the animal you take after. For example, a turtle beastfolk created from an elf might live for hundreds of years, while a mix of human and hamster might not live past 50.

Size. The size of the animal and the humanoid used in a beastfolk splicing ritual affects the size of the beastfolk created, but the results are unpredictable. For example, a halfling fused with a hippopotamus might retain their halfling height, become much larger, or end up somewhere in between. Your size is either Medium or Small.

Speed. Your base walking speed is 30 feet.

Beast Bond. You have advantage on Animal Handling checks made to interact with beasts that match the beast you take after, for example, a bear beastfolk interacting with bears.

Beast Senses. You have a beast's heightened senses. Choose one from between these two traits:

- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Enhanced Perception.** You gain proficiency in the Perception skill. Choose either hearing, smell, or sight. You gain advantage on Perception checks made using this sense.

Beast Defense. Your body is equipped with a natural defense. Choose one from between these two traits:

- **Armor of the Beast.** You are covered in a tough hide or hard shell. While you are not wearing any armor, your Armor Class is 16. You can use a shield and still gain this benefit.
- **Weapons of the Beast.** You have a set of natural weapons, such as horns, claws, fangs, hooves, or a tail, that you can use to make unarmed strikes. Choose whether these unarmed strikes use your Dexterity modifier or your Strength modifier for attack and damage rolls and what kind of damage the attack deals from among bludgeoning, piercing, or slashing damage. On a hit, this attack deals 1d6 + your chosen ability score modifier damage of the chosen type. When you roll a critical hit with this attack, it deals an extra 1d6 damage in addition to the extra damage of the critical hit.

Languages. You can speak, read, and write Common. If you became a beastfolk through a ritual, you retain any languages you knew before you became a beastfolk.

Subrace. A wide variety of beastfolk can be found across Ambria, but beastfolk created from animals with similar habitats will have more in common with each other than those from different climates. Choose one subrace from among arctic beastfolk, aquatic beastfolk, desert beastfolk, forest beastfolk, or urban beastfolk.

ARCTIC BEASTFOLK

Created from animals that hail from the frost-laden peaks of tall mountains, or Ambria's windswept tundras, such as caribou, polar bears, and penguins, these beastfolk are hearty and well insulated against the cold.

Ability Score Increase. Your Constitution score increases by 1.

Frostborn Beast. You gain proficiency in the Survival skill. You make Survival checks related to mountainous and arctic environments with advantage.

Coldproof. You have resistance to cold damage.

AQUATIC BEASTFOLK

Created from beasts that inhabit the seas, rivers, coasts, or marshes, such as sharks, frogs, and otters, this adaptable group of beastfolk are adept at moving between worlds both wet and dry.

Ability Score Increase. Your Wisdom score increases by 1.

Waterborn Beast. You gain proficiency in the Survival skill. You make Survival checks related to coastal, marshy, and aquatic environments with advantage.

Marine Life. You gain a swim speed equal to your walking speed, and you can attempt to hide when you are at least partially submerged in water. Additionally, choose one of the following traits:

- **Amphibious.** You can breathe both air and water. If you do not spend at least 10 minutes immersed in water every 8 hours, you gain a level of exhaustion.
- **Hold Breath.** You can hold your breath for up to 1 hour.

DESERT BEASTFOLK

Created from creatures that thrive in arid deserts, such as camels, meerkats, and scorpions, these resilient beastfolk can withstand extreme heat and prolonged periods of drought.

Ability Score Increase. Your Constitution score increases by 1.

Sandborn Beast. You gain proficiency in the Survival skill. You make Survival checks related to desert and scrubland environments with advantage.

Heatproof. You have resistance to fire damage.

FOREST BEASTFOLK

Created from beasts that thrive in dense forests and jungles, such as apes, panthers, and parrots, these beastfolk are well-rounded survivors who know how to use the environment to their advantage.

Ability Score Increase. Your Dexterity score increases by 1.

Treeborn Beast. You gain proficiency in the Survival skill. You make Survival checks related to forest and jungle environments with advantage.

Alert and Wary. Your body is attuned to surviving in the eat-or-be-eaten world of the forest. You can add your Wisdom modifier (minimum of 1) as a bonus to your initiative rolls.

URBAN BEASTFOLK

Created from domesticated and wild animals that have adapted to living around humanoid settlements, such as dogs, foxes, and horses, these beastfolk are insightful and adaptable.

Ability Score Increase. Your Charisma score increases by 1.

Cityborn Beast. You gain proficiency in the Survival skill. You make Survival checks related to urban environments with advantage.

Streetwise. Your senses are adapted to keep you alive in the hustle and bustle of the humanoid world. You gain proficiency in the Insight skill and have advantage on Insight checks made to determine if someone is lying to you.

Consider these questions when creating your beastfolk character:

- What animal traits do you have?
- Do you have any habits, interests, quirks, or talents linked to your animal?
- If you became a beastfolk, why did you choose to undergo the ritual?
- If you were born as a beastfolk, which parent's animal form did you take after more?

MOHSNIAN

Sturdy, proud, loyal, and exuberant, the mohsnians are living gemstones. Their reputation as skilled craftspeople means they're often sought out by traders for their valuable creations. Traveling with a mohsnian is like traveling with the living embodiment of pride and loyalty. Most mohsnians in the Bellowing Wilds come from the town of **Granite**. See **Exploring the Bellowing Wilds** for more information about mohsnian culture in the Wilds.

Most mohsnians I've met are sensible folk. One might even say... grounded.

CARVED TO LIFE

Mohsnians are made, not born, brought to life through craft, skill, and patience. The first mohsnian, Stumpy the Unbreakable, was created by a wizard who didn't really think through the ethics of creating sentient rocks. Stumpy created his children by carving them from precious gems and passing on a piece of his lifeforce to them. All mohsnians are descended from that first spark of life. Therefore, many mohsnians consider all other mohsnians family.

When mohsnians are ready to create a new member of the family, one or more parents choose a gemstone to become the child's body. An extraordinary amount of careful carving is required to sculpt a mohsnian child, a process that can take many years.

Once the carving is complete, the new mohsnian is given life by their parents, who take a crystal piece of their bodies and fuse it into the new body. When the fusion is complete, the new mohsnian awakens and is welcomed into the family. Mohsnian children's size when they come to life is determined by the size of the stone they were carved from. Some are no larger than pebbles; others start life as tall as a full-grown humanoid.

BUILT TO LAST

Mohsnians are known as the sturdiest race in Ambria. As living humanoid crystals imbued with magic, they can regrow limbs and repair their bodies with gold.

Mohsnians are a long-lived race. They don't reach adulthood until age 50, by which time they're typically over 6 feet tall. They keep growing steadily for another 100 years after that before slowing down after reaching around 8 feet tall, though they continue to grow slowly for the rest of their lives. No matter their age, mohsnians always have the ability to regrow shattered parts of their bodies.

BIG AND BOISTEROUS

Mohsnians often have big personalities. Their culture encourages exuberant expressions of emotion and emphasizes the celebration of events, large and small. Mohsnians tend to be very physical with each other and those they call friends. Knocking heads with each other is a sign of affection.

Outsiders might assume a hierarchy among mohsnians based on the value of the gemstone they're made from, but this is a misconception. Parents choose any gemstone to create their children, and the type of stone plays no part in how a mohsnian is seen by other mohsnians. Instead, size is a sign of high status. As mohsnians grow throughout their lifespan, great size is considered a sign of wisdom and prudence.

INNER LIGHT

The crystalline bodies of mohsnians are animated by magic and sunlight. Exposure to light helps fortify and empower mohsnians, making their gemstone bodies shine. Different gems confer certain magical characteristics on mohsnians, but they don't determine their destiny or profession.

RESONANT IDENTITIES

Mohsnians choose their names when they find one that resonates with them. Until then, children are called "Child of" their parent's name. For example, if a mohsnian named Raute gave life to three new mohsnians, they would be referred to as Eldest, Middlest, and Youngest Child of Raute until they decide on their own names. Young mohsnians usually pick a name for themselves within the first 10 years of their life, but some may take centuries to find a name that resonates perfectly with them. Mohsnian names are very varied. Some are influenced by other cultures and languages or are drawn from the natural world, concepts, and values, while a few are just pleasing sounds.

Similarly, mohsnians pick their own genders if they wish to. Many mohsnians have no gender at all, while others enjoy experimenting with gender until they find one that resonates for them.

Example Names: Aurum, Caliper, Brugba, Fame, Gravity, Hoofstomp, Inlier, Look-Look, Loyal, Mason, Mega Moss, Nugget, Phosphene, River, Roslyn, Silhouette, Tumble, Vine

MOHSNIAN TRAITS

Your mohsnian character has some characteristics in common with other mohsnians.

Ability Score Increase. Your Constitution score increases by 2. Another of your ability scores increases based on your birthstone.

Age. Mohsnians reach adulthood around age 50 and can live hundreds of years before the arcane energies that power them finally run dry.

Size. Mohsnians are usually tall, reaching heights of up to 8 feet or more in adulthood. They can weigh from around 300 to up to 1,000 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Terran.

Crystalline Body. Your body is made of living crystal, granting you the following benefits: you don't need to eat, drink, or breathe, you have resistance to radiant and poison damage, and you are immune to petrification and disease.

Gemstone Armor. Your crystalline body is hard and durable. While not wearing armor, your Armor Class equals 10 + your Constitution modifier + your Dexterity modifier. You can use a shield and still gain this benefit.

Strategic Shattering. When a creature scores a critical hit against you, you can use your reaction to halve the damage from that attack by allowing one of your limbs to absorb the blow and shatter. Once you have used this ability, you cannot use it again until you have completed a long rest. While one or more of your limbs is shattered, you cannot take reactions until the limbs have regrown or been repaired. Your body is always growing, and any shattered body parts regenerate over the course of 1d4 months, as long as your head remains intact. You can also fix your own body rapidly, repairing a shattered body part with gold over a long rest provided you have access to jeweler's, smith's, or tinker's tools and at least 100 gp worth of gold, which is consumed in the repair.

Sunlight Dependency. You need light to survive. If you go more than ten days without exposure to bright light, you suffer a level of exhaustion at the end of each day. Exhaustion levels gained in this way are persistent and can't be removed unless you complete a long rest in bright light.

Brilliant Radiance. You can use your action to unleash the arcane energy that naturally builds up in your crystalline body when you are exposed to light. When you unleash your brilliant radiance, each creature within a 10-foot radius of you must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 1d8 radiant damage on a failed save, or half as much damage on a successful one. The radiant damage increases to 2d8 at 6th level, 3d8 at 11th level, and 4d8 at 16th level.

Additionally, your birthstone type enhances your radiance with an additional effect or lets you channel it in a unique way.

After you unleash your brilliant radiance, you can't use it again until you complete a short or long rest or you take radiant damage.

Birthstone. You were carved by one or more parents out of a precious stone known as your birthstone. Choose one type of gem from the Birthstone table. Your second ability score increase and the special properties of your brilliant radiance are determined by your birthstone gem type, as shown in the **Birthstone Types** table.

Consider these questions when creating your mohsnian character:

- Mohsnians can vary greatly in shape and size. Do you have any notable crystalline features?
- Many mohsnians are skilled crafters. Does your character enjoy crafting something particular? Or are they not interested in crafts?
- What prompted you to leave and set out on an adventure?
- Who do you consider to be your family?

BIRTHSTONE TYPES

Gem Type	Ability Score Increase	Special Brilliant Radiance Property
Amethyst	+1 Intelligence	Instead of your brilliant radiance's usual damage, you can have it grant temporary hit points that last for 1 hour, equal to the radiant damage it would normally deal to each creature within a 10-foot radius of you.
Diamond	+1 Charisma	Each creature that fails its saving throw against your brilliant radiance is also blinded until the start of your next turn.
Emerald	+1 Charisma	Each creature that fails its saving throw against your brilliant radiance is charmed by you until the start of your next turn.
Opal	+1 Wisdom	Each creature that fails its saving throw against your brilliant radiance is frightened of you until the start of your next turn.
Quartz	+1 Wisdom	Instead of your brilliant radiance's usual damage, you can have it restore hit points equal to the radiant damage it would normally deal to each creature within a 10-foot radius of you. Once you use your brilliant radiance in this way, you can't do so again until you complete a long rest.
Ruby	+1 Charisma	You gain resistance to fire damage and can choose to unleash your brilliant radiance as a reaction when you take fire damage. You can have your brilliant radiance deal fire or radiant damage whenever you unleash it.
Sapphire	+1 Intelligence	You can unleash your brilliant radiance as a 5-foot-wide, 30-foot-long line.

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WEAVER

The many-eyed, many-limbed weavers are sometimes called spiderfolk. They are the devoted followers of the giant, holy spiders, the Araknights. Thanks to their relationship with the Araknights and monastic training, weavers are considered honorable, enlightened individuals with deep ties to the gods and a strong sense of morality. They also have a reputation as serious folks who can be inflexible in their beliefs. In truth, weavers vary widely in personality. They come from all races, walks of life, and backgrounds, and their personalities depend on who they were before they were turned into a weaver, the temper of their Araknight mentor, and where they received their weaver education.

TRANSFORMED BODIES

Weavers don't reproduce naturally. They're products of the Ceremony of Weaving, the Araknights' most sacred rite, gifted to them by the goddess Generisa. The specifics of the ceremony are a well-guarded secret, which has naturally led outsiders to spin wild, horrible tales. The truth is simple: you are encased in a special cocoon by an araknight and remain there in a month-long slumber while you metamorphose. During this time, the cocoon is kept under close guard by araknights, other weavers, and trusted acolytes.

Those who undergo the Ceremony of Weaving keep few of their original features, usually no more than ears, hair or eye color, or tusks. Skin is replaced with chitin, fangs sprout, eyes multiply, and four spider legs grow on the back. These new spider legs are strong and dextrous, allowing weavers to walk on walls or ceilings.

The transformation is drastic, but weavers are well prepared for what to expect of their new bodies. They emerge with an innate control over their new form and abilities and the ability to speak and understand the musical language of the Araknights.

SERVANTS OF THE ARAKNIGHTS

Regardless of race, upbringing, education, or past actions, anyone can join an Araknight community as an acolyte as long as they devote themselves to the gods. Even those guilty of terrible crimes can be embraced and sheltered by the Araknights.

Acolytes spend their days serving their communities, tending to shrines, worshiping, studying history, and engaging in martial and magical training under senior acolytes, weavers, and Araknights. This monastic life significantly impacts weavers and their outlook on the world. Acolytes born into Araknight communities tend to make more rigid weavers than those who join from the outside world. Technically, anyone could become a weaver, but few receive the honor. Only the most devoted acolytes, or non-acolytes who have accomplished particularly heroic deeds, will be chosen by the Araknights to become weavers.

The different types of Araknights create different types of weavers. In the Bellowing Wilds, the Araknights are Opi (gladius), Moirai (acrobatios), Saula (acrobatios), Bregan (sicario), and Frigolda (sicario). Until recently, a sixth Araknight, Kaydi (gladius), was also creating weavers but is now presumed dead. There are other Araknights outside the Bellowing Wilds capable of creating weavers too.

WEAVER LIFESPANS

The Ceremony of Weaving acts as a contract between a weaver and their Araknight mentor. Barring death in combat or an accident, a weaver will die exactly 300 years after they were transformed, regardless of their original race's lifespan. On rare occasions, a weaver's Araknight can perform another Ceremony of Weaving on a weaver, extending their lifespan for another 300 years, but many weavers consider this a heretical practice.

A RARE SIGHT

Although they have a strong sense of service, weavers are rarely seen outside Araknight strongholds like Velgari. When they do leave, it tends to be on missions given to them by their huge spider leaders. Some more independent weavers venture through Ambria in search of knowledge, while others become guardians and caretakers of religious sites and restorers of abandoned shrines. As heralds of the Araknights, they frequently act as ambassadors, diplomats, or mediators.

Most people have a healthy respect and awe for the fearsome Araknights, which extends to the weavers. In the Bellowing Wilds, some consider weavers to be lucky and that shaking their hands (or one of their many spider legs) brings good fortune.

John Derek Murphy

Because their numbers in Ambria are so few, weavers stand out in a crowd. They embrace this difference as a gift from the Araknights and the goddess Generisa. Weavers frequently embrace their distinctiveness by treating their bodies as artistic canvasses for expression. They tend to dress colorfully and make great use of bright silks and sparkling gems.

WEAVER NAMES

Many weavers choose to keep the name they had before the Ceremony of Weaving, but some ask their Araknight mentor to bestow a new name on them to create distance from their old life. These names tend to be short and have profound meanings in the Araknight language.

The name of a weaver's patron Araknight is added in place of any family name the weaver once had, as weavers are expected to give up family ties when they are transformed. Weaver is both the name of the race and a title. For example, a weaver named Gandus, who was transformed by the Araknight Opi, would be formally addressed as Weaver Gandus of Opi.

Example Bestowed Names: Bern, Druv, Frill, Hura, Kula, Libo, Mebi, Muma, Nills, Okin, Strin, Xelu

WEAVER TRAITS

After being reborn as a weaver, you have lost most traits of your original race but have gained new traits in common with other weavers.

Ability Score Increase. Your Wisdom score increases by 1.

Age. Weavers can live for up to 300 years after they emerge from their ceremonial cocoon but die after exactly 300 years have passed unless given another 300 years by their Araknight patron.

Size. You retain the size of your previous race after being reborn as a weaver. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet. Your extra spider legs give you a climb speed equal to your walking speed.

Arachnid Arts. You know the *guidance* cantrip. When you reach 3rd level, you can cast the *web* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Improved Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. You climb using your spider limbs, leaving your hands free to hold objects or wield weapons as you move.

Lucky Spider. As an action, you can touch a creature and give it good luck. Within the next 10 minutes, when that creature rolls a 1 on an ability check, attack roll or saving throw, it can choose to reroll and must use the new result. Once you have used this ability, you must finish a long rest before you can use it again.

Web Vision. As a bonus action, you can send out fine strands of silk in a 10-foot-radius sphere centered on you. While you remain within or adjacent to the sphere, you can perceive everything within the sphere as if you have truesight. You also have advantage on checks made to locate creatures within the sphere. The sphere lasts for 1 minute or until it is exposed to fire. Once you have used this feature, you must complete a short or long rest before you can use it again. When you reach 5th level, the area increases to a 20-foot-radius sphere.

Languages. You can speak, read, and write Common and Araknight. You retain any languages you knew before you became a weaver.

Subrace. The type of weaver you are is determined by the Araknight who performed your Ceremony of Weaving. Choose one from either acrobatios, gladius, or sicario:

ACROBATIOS WEAVER

Your cocoon was spun by a dextrous acrobatios Araknight, making you particularly agile. Your body is covered in short, soft hairs in bright colors.

Ability Score Increase. Your Dexterity score increases by 2.

Reborn Acrobat. You have proficiency in the Acrobatics and Performance skills.

Spider's Leap. You can jump a number of feet equal to five times your proficiency bonus without provoking opportunity attacks. You can't use this trait if your speed is 0.

You can use this trait a number of times per day equal to your proficiency bonus and regain all expended uses when you finish a long rest.

GLADIUS WEAVER

Your cocoon was spun by a tough gladius Araknight, granting you the gift of enhanced strength. Your stature is sturdy, and you have particularly tough chitin. Your body is covered in dense fur in earthy colors, making you an intimidating presence in melee combat.

Ability Score Increase. Your Strength score increases by 2.

Reborn Guardian. You can use your reaction to impose disadvantage on an attack aimed at a creature within 5 feet of you, potentially causing the attack to miss.

You can use this trait a number of times per day equal to your proficiency bonus and regain all expended uses when you finish a long rest.

Retribution. When an attacker that you can see hits you with an attack, you can use your reaction to halve this triggering attack's damage against you. Until the end of your next turn, each time you hit with an attack, you can add a bonus to your attack's damage equal to the amount of damage dealt to you by the triggering attack after using this feature. Once you have used this feature, you can't use it again until you have completed a long rest.

SICARIO WEAVER

Your cocoon was imbued with the toxins of the sicario Araknight that spun it, and its venom flows through your body. Your slick chitin is dark and adorned with brightly colored spots, which warn experienced foes of your venomous abilities. In addition, you have sharp, angled fangs on your face.

Ability Score Increase. Your Constitution score increases by 2.

Reborn Agent. You can attempt to Hide in an area of dim light and can move stealthily at a normal pace.

Spider's Fangs. Your venomous fangs are a natural weapon, which you can use to make unarmed strikes using either your Dexterity modifier or Strength modifier for both attack and damage rolls. On a hit, you deal piercing damage instead of bludgeoning damage, and the target must make a Constitution saving throw. The DC for this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 poison damage if it fails its saving throw, or half as much damage if it succeeds.

Consider these questions when creating your weaver character:

- Who were you before you were transformed?
- What did you accomplish to become a weaver? Years of devotion? A heroic feat?
- What is your relationship with your Araknight mentor and the gods?
- Are you from Velgari, or is your Araknight community elsewhere in Ambria?
- Were you born in an Araknight community, or did you join it later in life?
- What made you leave your community? Are you on a special assignment, or did you choose to leave for your own reasons?

OTHER RACES IN AMBRIA

DRAGONBORN

Dragonborn generally enjoy high status in most Ambrian societies thanks to their draconic lineage and popularity with ruling dragons as minions and attendants. Dragonborn are often found working as bureaucrats for dragon rulers. Competition for positions of power can be fierce, but among dragonborn, this is typically carried out through intrigue rather than violence. This has led to dragonborn gaining a reputation as intelligent and ruthless. The color of a dragonborn's scales has little bearing on what color of dragon they might serve.

The privileges a dragonborn may enjoy in the territory of the dragon it serves only sometimes extend to other territories. A dragonborn may be prevented from entering another dragon's domain due to their real or perceived allegiances or even hunted down if the dragons really hate each other. Conversely, in the territory of an allied dragon, a dragonborn may be treated as an honored guest.

People may assume that the personality of a dragonborn matches that of the local ruling dragon, which may cause them to be perceived as cruel, evil, righteous, or benevolent. In reality, dragonborn are no more or less similar to the ruling dragons than anyone else. Not all dragonborn choose to serve dragons directly. Some dragonborn resent the attention bestowed on their people by dragons. Such dragonborn often seek to prove themselves independent and worthy of respect on their own merits, not just through reflected draconic glory.

DWARVES

The dwarves of Ambria are down-to-earth people renowned as mountaineers, spelunkers, and explorers. Dwarves originally hail from a northern continent, home to the kingdom of Bladestone. In those white plains, tundras, and mountains, the dwarves have endured for millennia, led by the Bladestone family.

Dwarves love punctuating periods of solitude with great parties, good company, and long stories. They have a strong storytelling culture, with tales of a dwarf's own adventures being most highly prized. While they have a reputation among other peoples for telling tall tales, in reality, most dwarves' extraordinary stories are based in truth—though dwarven culture considers it perfectly acceptable to embellish a tale to make it a little more exciting.

In the Bellowing Wilds, dwarves are found in many settlements. The jungle provides innumerable opportunities for adventure and exploration, which many dwarves have eagerly taken up. Dwarven expeditions were among the first explorers to map the region in the current age.

ELVES

Although elves live throughout Ambria, they are most often found in busy cities. They have largely turned away from the connection with nature that their ancestors once had.

The goddess Generisa created elves to be stewards of nature, but their philosophy of life took a drastic turn when the goddess attempted to eradicate all other humanoids. During Generisa's War, the elves rejected their preordained purpose and dedicated themselves to industry and manufacturing instead. Many elves still feel hostile towards Generisa. They have a reputation for holding grudges throughout their very long lives and even across generations.

Thanks to the choice of the ancient elves to side with their humanoid fellows against their creator deity, elves enjoy positive reputations with most other peoples, particularly humans. Elves tend to be gregarious and willing to work with anyone.

Elves are typically ambitious, organized people who are willing to take risks. Many of the world's top merchants, oligarchs, and industrial titans are elves. In the Bellowing Wilds, elves are most commonly found in the city of Rascam, but they can also be found throughout the jungle, looking for new opportunities.

GNOMES

In Ambria, gnomes are typically associated with the kingdom of Fallstreak. A marvel of engineering, Fallstreak is a massive floating metropolis that flies over oceans and continents. It has roamed the skies ever since the end of Generisa's War, keeping its gnomish inhabitants safe from the dangers below.

The heroes of gnomish folktales are cunning adventurers who break into banks, castles, or residences specifically because they were told not to. Fallstreak gnomes believe no place is off limits. Just as their city ignores the borders of the lands below, gnomes tend to think everyone's business is their business. This can cause others to find

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gnomes rude and nosey. Gnomes who grow up in Fallstreak can also be prickly or boastful around non-gnomes. The lofty isolation of their home can make them nervous around the larger races. However, their uninhibited society also makes many gnomes exceptionally generous with their time, wealth, and knowledge.

As well as the gnomes of Fallstreak, there are also gnomes all across Ambria. Gnomes raised among other races tend to be less isolationist, and they can clash with their more conservative kin from the flying city.

In the Bellowing Wilds, gnomes are found almost everywhere. Gnomes have a reputation as brazen, adventurous folks who enjoy pushing the boundaries of magic and technology. They also tend to be seriously stubborn and determined.

HALF-ELVES

It's said that if you want to get a half-elf to start talking, you should ask them about their family tree. In Ambria, most half-elves today are born to half-elf parents and have long lineages stretching back to the time of Generisa's War. The first half-elves were born to elf parents who thought that Generisa's rage could be cooled if the other humanoids became more like the druidic elves and created families with those other humanoids.

While Generisa was not appeased, this optimism toward bridging the nature-loving ways of the ancient elves and the other races persists in half-elf culture today. Unlike modern elves, who have largely turned away from Generisa, many half-elves still have a strong culture of worshiping the nature goddess.

Despite their pride in their ancestry, it is a point of honor among half-elves that they welcome first-generation half-elves, celebrating them and giving them a home should they want it.

Education is considered an important value in many half-elf families. Parents tutor their children, and adolescents are expected to continue their education by themselves before returning to share what they have learned as adults. Half-elves are thought of as the scholars of Ambria, as many of them enjoy spending their lives in the pursuit of knowledge. Many specialize in the healing arts and are often welcomed wherever they go. Some half-elves are criticized for caring more about books than the daily practicalities of life.

HALF-ORCS

Half-orcs in Ambria are considered friendly, hearty, and reliable folks who take great pride in their work. As their origin is based on humans and orcs working together during and after the devastation of Generisa's War, half-orcs tend to be open-hearted folk. During the war, orcs took in human refugees and helped them rebuild their lives, forming new communities and families. Hospitality and collaboration are considered the highest virtues by many half-orcs to this day.

Many cities and towns in Ambria have large half-orc populations, outnumbering humans two to one. In places where humans and orcs live together, little distinction is made between who is a human, orc, or half-orc.

Culinary skills are particularly prized in half-orcs, and they make up some of Ambria's best chefs. Due to its reputation as a gourmet hotspot, many half-orcs have been drawn to the town of Pyrite in the Bellowing Wilds.

HALFLINGS

Ambrian halflings enjoy the comforts of life, but their greatest joy is found in travel. While some live in stationary communities, many halflings travel in nomadic groups their whole lives. These loose caravans are made up of ever-shifting combinations of families and individuals, with members coming and going as they please. Halflings welcome other races to join their groups should they wish.

Though they love to wander, halflings also like to take things slow. They often spend several seasons in a single location, appreciating it deeply before packing up and moving on. They tend to avoid the colder regions of the northern continents as they feel the cold deeply.

Halflings can confuse outsiders. They value community but don't care when the people close to them leave. What halfling society idealizes above all else is freedom. The greatest display of love and respect among halflings is to set free the people they care about.

Recently, a large population of halflings has been drawn to the Bellowing Wilds. Many have found work running trading routes, river barges, and wagon trains.

HUMANS

Among the rarest of the races of Ambria, Humans were nearly wiped out during Generisa's War. Their numbers have never fully recovered. Today, the remaining human kingdoms are allied with aggressive dragons. As a result, human territories have fluctuated more than any other race over Ambria's long history, expanding dramatically at times and disappearing entirely at others. Ill-fated alliances and territorial wars have dwindled human numbers even further.

Despite their many losses, Humans are renowned as great warriors, ruthless politicians, and resilient individuals. Some want to restore the glory days of their kingdoms before Generisa's War. Other humans have built new homes, largely alongside orcs and elves.

Many humans have come to the Bellowing Wilds, seeking their fortune. Some come looking for personal prosperity, while others have grander visions of creating a new human kingdom as great as those in ages long past.

TIEFLINGS

Rarest of the humanoids, tieflings are descendants of the demonic god Abrith. The first tieflings were born thousands of years ago to Abrith and his humanoid lover, whose identity remains secret. At first, Abrith worked to make the Abyss a fitting place for his mortal children, but when it became clear they needed a more suitable home, he smuggled them to the Material Plane.

Abrith's legacy remains strong within tieflings, so any child born to a tiefling parent will also be a tiefling. Most tieflings are descended from long lines of tieflings stretching back to one of Abrith's children who lived in the distant past. However, Abrith also continues to have children with mortal lovers to this day. He leaves these baby tieflings on the doorstep of someone he believes will care for them. This is considered a great blessing and honor wherever Abrith is worshiped. Such children can grow up a little spoiled, thanks to doting adoptive parents.

Tieflings' semi-demonic, semi-divine heritage earns them mixed perceptions, ranging from being feared as demons to being revered as demigods. Famous tieflings are perhaps most well-known for their artistic accomplishments. Many of the greatest writers, singers, and artists in Ambria have been tieflings. While all tieflings are descended from Abrith, their demonic heritage is expressed in a myriad of different ways. Whatever their appearance, tieflings always stand out in a crowd.

People saw this giant divine demon of incomprehensible power and thought, "Yeah, I'd hit that." Good for them.

BARBARIAN: PATH OF THE SOARING SOUL

The Path of the Soaring Soul calls to barbarians who place deep trust in their weapons. When you take exceptional care of your weapons, you will find your weapons will also take exceptional care of you. As your bond deepens, you and your weapon will zip across the battlefield, bringing the hurt from every angle.

SOUL-BOUND WEAPON

At 3rd level when you adopt this path, choose one martial melee weapon from your equipment to become your soul-bound weapon. A rune unique to you appears on the weapon. Attacks you make with your soul-bound weapon are considered magical. Additionally, you are immune to damage from your soul-bound weapon and can sense its direction as long as you are on the same plane of existence.

When you choose the Path of the Soaring Soul, you can choose to dedicate yourself to a single weapon or to gain experience with many different weapons. Choose one of the following options:

Dedicated Soul. Your care for a single weapon allows it to grow in power along with you. Any creature other than you who attempts to wield your soul-bound weapon must first succeed on a Strength (Athletics) check with a DC equal to 8 + your Constitution modifier + your proficiency bonus, or be unable to lift the weapon. Additionally, your soul bound-weapon becomes a +1 weapon when you reach 6th level in this class, a +2 weapon when you reach 10th level, and a +3 weapon when you reach 14th level.

Wandering Soul. When you gain a level in this class, you can choose to exchange your soul-bound weapon for another or gain an additional soul-bound weapon by carrying out a ritual that takes no less than 12 hours to complete. You can have a number of soul-bound weapons equal to your Constitution modifier (minimum of 1). You consider all martial melee weapons that you have soul-bound as light and can wield them one-handed for the purpose of two weapon fighting. Additionally, you always use the larger damage die whether you wield a versatile soul-bound weapon one-handed or two-handed.

RANGED STRIKE

Starting when you choose this path at 3rd level, you can throw your soul-bound weapon and make ranged attacks with it using your Strength modifier instead of your Dexterity modifier at a range of 20/60 feet. When you make a ranged strike with your soul-bound weapon while you are raging, if the attack hits, you can have your weapon fly back to your grasp as your weapon eagerly wishes to be used again.

WEAPONS EXPERT

At 6th level, your understanding of weapons deepens. By handling a weapon or piece of armor for at least one minute, you can estimate its value accurately. When making Intelligence (History) checks related to weapons and armor, you are considered to have expertise in the History skill, doubling your proficiency bonus.

Additionally, if you spend at least ten minutes handling a weapon, you can determine if it has any magical properties, as if you had cast the *identify* spell, as well as the identity of the last creature to wield it. At 14th level, when using this ability, you gain additional information, as if you had cast the *legend lore* spell.

You can use this ability a number of times a day equal to your Constitution modifier (minimum of 1).

SAVAGE RICOCHET

At 10th level, your bond with your soul-bound weapon strengthens, improving your ranged strikes. When you make a ranged attack with your soul-bound weapon, your weapon bounces off the target and flies back to your grasp, whether the attack hits or misses. If the attack hits, you can have your soul-bound weapon to make a second ranged attack against an additional target within 10 feet of the first target before returning to you. At 14th level, when this second ranged attack also hits, your weapon can make a third ranged attack against another target within 10 feet of the second target before returning to you.

RAGING LEAP

At 10th level, you can build up incredible momentum by swinging your soul-bound weapon, allowing you to leap extraordinary lengths. While raging, your long jump and high jump distances are doubled, and you no longer need a running start.

Additionally, when you take damage during your rage by falling 10 feet or more while making an attack that hits, your target takes extra damage from your weapon equal to double the amount of damage you take from the fall.

OPTIONAL FEATURE: SHARED DEMISE

If any of your soul-bound weapons are destroyed, you immediately drop to 0 hit points, ignoring your relentless rage feature. If you roll a 20 on your death saving throws while unconscious due to this shared demise, you regain half the hit points you had when your weapon was destroyed. If you roll 3 successful death saving throws, you regain 1 hit point.

If your soul-bound weapon is destroyed, you can summon its spirit to return to you by completing a ritual that consumes materials equal to the cost of the weapon and takes no less than 24 hours to complete. At the end of this ritual, you gain a new soul-bound weapon of the same kind as the one that was destroyed.

PAIRED FURY

At 14th level, your bond with your soul-bound weapon is perfected. You can use your reckless attack feature when making ranged attacks with your soul-bound weapons. Additionally, choose one of the following options.

Brash Soul. When you hit a creature with your ranged strike while you are raging, you can push or pull it 10 feet in a direction of your choice as your soul-bound weapon barrels into it.

Hopeful Soul. When you miss with a ranged strike with your soul-bound weapon, you can reroll the attack and add 1d6 to the result. You must use the new result. Once you have used this feature, you can't use it again until you have completed a short or long rest.

Independent Soul. One of your soul-bound weapons gains sentience. While you are raging, it gains a fly (hover) speed equal to half your walking speed and can act independently to make attacks. In combat, it takes its turn immediately after yours. It can make melee attacks using your Strength modifier plus your proficiency bonus. Once per round, either you or your weapon can gain advantage on an attack while you are both adjacent to the target. Your sentient weapon loses its fly speed and its ability to attack independently if it moves more than 60 feet from you, you stop raging, or you fall unconscious.

Shooting Soul. You and your soul-bound weapon can soar through the sky together. While raging, you gain a fly speed equal to your walking speed while you are wielding your soul-bound weapon.

SOUL-BOUND WEAPON QUIRKS

d6	Quirk
1	I demand to be honed and polished with elaborate care.
2	Each time we kill someone, I want to meditate on the meaning of death with you.
3	I prefer that you don't clean the blood off me.
4	I get jealous when you look at other weapons.
5	I make dramatic swishing noises when you wave me around in the air.
6	If anyone else picks me up, I make them feel a terrible and sinister chill.

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DRUID: CIRCLE OF SWIFTNESS

The Circle of Swiftness was an ancient order of druids that was thought to be lost to time until a powerful druid named Gothi, the last surviving member of this circle, shared its teachings with other druids of Ambria and slowly revived the circle's popularity.

The circle's teachings aim to deepen a druid's bond with an animal companion by fighting together as one to protect the balance of nature.

I wanted to rename this as the Druid Circle of **Zoomies.**

COMPANION MOUNT

Starting at 2nd level, you form a bond with a wild beast that becomes your companion mount. Your mount can take the form of any beast, but it uses the companion mount stat block, possibly altering its physical characteristics beyond the norms for a creature of its kind. You choose how your mount attacks and what kind of damage this attack deals when you bond with it. For example, if your mount is a sharkhound, its attack could be a bite that does piercing damage, but if you decide it is a massive fluffy rabbit, its attack could instead be a kick that does bludgeoning damage.

Your mount is friendly to you and your companions, and it has its own distinct personality.

In combat, your mount shares your initiative count and takes its turn directly after yours, though it can only take the Dodge action and move unless you use your bonus action to command it to take a different action, such as attacking, hiding, or interacting with an object. If you are incapacitated, your mount can take any action of its choice, not just Dodge.

As part of your movement each turn, you can spend half your movement speed to either mount or dismount your mount. While you are mounted, your companion mount acts on the same turn in initiative as you and can only move unless you direct it to take another action. You fall off your mount if you are incapacitated or knocked prone.

While you are mounted on your companion mount, you can redirect any attacks made against your mount to target you instead, and you can use your reaction to grant your mount advantage on Strength and Dexterity saving throws.

Your mount can make death saving throws. If your mount dies, you can bond with a new companion mount by performing an eight-hour ritual to commune with the spirit of another beast. Mounts can also be resurrected using magic such as *revivify* or *resurrection*.

You can't have more than one companion mount at one time. If you form a bond with a new companion mount, your bond with your current companion mount is broken.

COMPANION MOUNT

Large beast, any alignment

Armor Class 12 + PB
Hit Points 5 + five times your druid level
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	7 (–2)	13 (+1)	5 (–3)

Saving Throws Dex modifier + PB, Wis +1 + PB
Skills Perception +1 + PB
Senses darkvision 30 ft., passive Perception 11 + PB
Languages understands one language you know but can't speak
Challenge —
Proficiency Bonus (PB) equal to your proficiency bonus

Blessing of Swiftness. The mount moves with greater swiftness as your druid level increases. When you reach 6th level in this class its speed increases to 50 feet, and when you reach 10th level its speed increases to 60 feet.

Blooming Bond. When you gain an Ability Score Improvement as a druid, the mount also increases its Str or Dex score by 2 or both scores by 1. The mount can't increase an ability score above 20 using this feature.

Keen Senses. The mount has advantage on Wisdom (Perception) checks that rely on either sight, hearing, or smell (chosen when you bond with your companion mount).

ACTIONS

Multiattack. The mount can make additional attacks when it takes the attack action as your druid level increases. When you reach 6th level in this class, it makes two attacks, and when you reach 14th level, it makes three attacks.

Attack. *Melee Weapon Attack:* + Str or Dex modifier + PB to hit, reach 5 ft., one target. *Hit:* 1d6 + Str or Dex modifier bludgeoning, slashing, or piercing damage (chosen when you bond with your companion mount). This damage increases to 2d6 when you reach 10th level in this class and 3d6 when you reach 17th level.

COMPANION MOUNT QUIRKS

d8	Trait
1	I am always eager to please and bring you many unexpected and perhaps unwanted gifts.
2	I am a majestic creature; I don't easily forgive slights against my dignity.
3	I love meeting new people. So many new friends to lick!
4	I am curious and love to investigate anything that catches my interest.
5	I have abundant energy and always wake you at first light.
6	I am always on alert and defensive of you even when there is no threat.
7	I am very physically affectionate toward those I care for.
8	I don't like to be left out of anything you do.

TWIN BEAST SHAPE

At 2nd level, your bond with your companion mount allows you to wild shape into a form that matches it, using the same statistics as your companion mount. When you wild shape in this way, you ignore the CR restrictions of the Beast Shapes table.

Few things bring you closer to your companion mount than tearing something the QUACK apart together. It's quality bonding time for me and Jawbone.

COMPANION CASTING

When you reach 6th level, your magic flows through your companion like a raging river. Your companion mount's attacks become magical for the purpose of overcoming resistance or immunity to nonmagical attacks and damage.

Additionally, while you are within 100 feet of your companion mount, you gain the ability to channel any spells you cast through them, treating your mount as the point of origin for purposes of determining your spell's range. When you are affected by a spell with a range of self, as long as you are mounted on your companion mount, you are both targeted by the spell.

ENTWINED EVOLUTION

At 10th level, you and your companion mount learn new secrets from nature. Choose one of the following traits to add to your companion mount's stat block.

Bond of Brambles. While the mount is within 5 feet of you and you are mounted on it or have assumed its form using Twin Beast Shape, terrain within 10 feet of your mount grows thick grasping brambles. Creatures hostile to you and your companions treat the brambles as difficult terrain and take 1d4 piercing damage for every 5 feet they travel within the brambles.

Swift Skies, Swift Seas. Your mount gains either a flying or swimming speed of 50 feet. You also gain this fly or swim speed when using your Twin Beast Shape.

Twin Tactics. Your mount has advantage on attacks against creatures within 5 feet of you while you are mounted on it or have assumed its form using Twin Beast Shape. You have advantage on attacks made against creatures within 5 feet of your mount while you have assumed its form using Twin Beast Shape. Neither you nor your mount can use this feature if the other is incapacitated.

BEAST STRIDE

At 14th level, the bond between you and your mount is exceptionally strong, intertwining your souls. While you are within 1 mile of each other, you can communicate telepathically with each other. Additionally, while your mount is within 600 feet of you, you can teleport onto its back or have it teleport to your side as a bonus action. Once you've used this ability, you can't use it again until you finish a short or long rest.

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FIGHTER: MAGICAL PROTAGONIST

The magical protagonist is a highly specialized fighter with the rare ability to wield the powers of hope, friendship, or love in battle. The truth of such powers has long been disputed in Ambria, but the lethal, sparkly results these glamorous warriors can produce are difficult to argue with.

Obviously, this is the number one subclass. You should pick this one.

SECRET POWER

At 3rd level, choose the origin of your powers from one of the following options:

Magical Companion. A mysterious magical animal—that may or may not make wisecracks or be morally dubious—gave you your powers. You learn the *find familiar* spell and can cast it once a day without expending a spell slot or components. When summoned using this feature, your familiar can speak one language that you know and does not have to follow your instructions if it doesn't want to.

Magical Destiny. You're just so QUACKing special. You gain proficiency in the Performance skill and either the Intimidation or Persuasion skills. Whenever you make a Charisma skill check, you can add your Constitution modifier to the roll.

Magical Trinket. Your powers are linked to a mystic object that you might have inherited or found by accident. You have a Tiny object that you use as part of your transformation sequence. When you transform, you can choose any number of creatures to automatically succeed on their saving throw against your transformation's effects.

MAGICAL TRANSFORMATION

Beginning when you choose this archetype at 3rd level, you are able to magically transform to prepare yourself for battle. By uttering a key phrase of your choice and drawing upon the powers of hope and friendship, you magically alter your outfit, makeup, and hairstyle to strengthen yourself for battle and gain the ability to use style points. The transformation lasts for 1 hour or until you are knocked unconscious. You can choose to end your transformation early as a bonus action, returning to your normal form. Once you have transformed, you can't do so again until you have completed a short or long rest.

How fast you transform causes an additional effect:

Transform Dramatically Using an Action. You perform an elaborate dance or strike a powerful pose as your transformation takes place and alters your appearance. As your transformation sequence ends, shiny sparkles explode from your body to dazzle those looking at you. Each creature within 20 feet that can see you must succeed on a Charisma saving throw equal to 8 + your Charisma Modifier + your proficiency bonus, or become blinded until the end of your next turn.

Transform Quickly Using a Bonus Action. You skip the elaborate ritual and transform without dazzling those around you.

HERO POWERS AND STYLE POINTS

Starting from 3rd level, while transformed using your magical transformation feature, you can use style points to perform heroic acts.

Style Points. At 3rd level, you have 3 style points that you can spend to use your hero powers. You regain any expended style points when you complete a short or long rest. You also regain 1 style point when you roll a critical hit on an attack or roll a 20 on a Charisma check. You gain 1 additional style point when you reach 7th, 10th, and 15th level in this class.

Hero Powers. At 3rd level, you learn three hero powers of your choice, which are detailed in the Hero Powers Options below. You can only use one hero power per turn unless otherwise specified.

Saving Throws. When using your Hero Powers, your spell save or effect DC equals 8 + your Charisma modifier + your proficiency bonus.

You learn one additional hero power of your choice when you reach 7th, 10th, and 15th level in this class.

HERO POWER OPTIONS

The Hero Power options are presented in alphabetical order.

Anonymous Hero. You can spend 1 style point to cast *disguise self* as an action.

Awesome Hero Attack. When you make a weapon attack roll against a creature, you can spend 2 style points and shout the super cool name of your attack to gain advantage on the attack roll. If the attack hits and you are within 5 feet of the target, it is considered a critical hit.

Beautiful Hero Blast. When you take the attack action on your turn, you can forgo one of your attacks and use a bonus action to unleash a magical attack of devastating beauty. When you do so, spend any number of style points and choose a point you can see within 90 feet of you. Each creature within 20 feet of that point must make a Dexterity saving throw, taking 2d6 + your Charisma modifier radiant damage on a failure, or half as much damage on a success. For every style point above the first that you spend on this attack, the effect deals an extra 1d6 radiant damage.

Extra Sparkly Hero Attack. When you hit a creature with a weapon attack, you can spend any number of style points. For each style point spent, you add extra radiant damage equal to your Charisma modifier to the attack's damage roll, and the target must succeed on a Constitution saving throw or become blinded until the start of your next turn.

Healing Hero. You can spend any number of style points as an action to relieve the suffering of an ally you can see within 30 feet of you who can see or hear you. For each style point spent, you end one of the following conditions affecting the target: charmed, frightened, paralyzed, or poisoned.

Helpful Hero. You can spend 1 style point to take the Help action as a bonus action and can target a creature you can see within 30 feet of you when you do so. Additionally, before your next turn, if that creature rolls a 1 on an attack roll, ability check, or damage die, it can re-roll the die and use the new result.

Hero Senses. You can spend 1 style point to cast *detect evil and good* as an action.

Hopeful Hero. When you fail a saving throw to resist an effect that would charm, frighten, or paralyze you, you can spend 1 style point to re-roll the saving throw and add your Charisma modifier as a bonus to the roll. You must use the new result.

Hot-Headed Hero. You can spend 2 style points to cast *heat metal* as an action. You have resistance to fire damage while maintaining concentration on this spell.

Hyper Heroic Hero. You can spend 1 style point to cast *heroism* as an action.

Lovely Hero. You can spend 2 style points to cast *charm person* as an action.

Mobile Hero. You can spend 1 style point to cast the *jump* spell on yourself as a bonus action.

Motivational Hero. When you make an attack roll against a creature, you can spend 1 style point to motivate your allies in battle using a bonus action. Until the start of your next turn, your allies gain advantage on attacks made against that creature. This effect ends when one of your allies hits the creature with an attack.

Sturdy Hero. As part of your magical transformation, you can spend 1 style point to gain temporary hit points equal to your fighter level. These temporary hit points last until your magical transformation ends.

ULTRA PERSONALITY

By 7th level, your magical personality has grown so much stronger that it enables you to draw more energy from the powers of hope and friendship. While transformed, you can add either your Strength or Dexterity bonus to your Charisma skill checks. Additionally, you can grant yourself advantage on one Charisma check as long as you can see at least one of your allies. Once you have used this feature, you can't use it again until you complete a long rest.

POWER OF FRIENDSHIP

At 10th level, you can draw inspiration from your friends. As a free action, you can call out to any allies within 30 feet of you who can both see and hear you. Each creature can immediately use its reaction to grant you one style point. Style points obtained in this way can exceed your maximum number of style points up to a maximum total style points equal to your fighter level. Style points obtained in this way are lost at the end of your next turn. Once you have used this feature, you can't use it again until you complete a long rest.

BEAM ATTACK

Starting at 10th level, you can unleash sparkly beams from your weapon while you are transformed. This attack forms a line of bright light 5 feet wide and 60 feet long, originating from you. Each creature within the line must succeed on a Dexterity saving throw or take magical damage as if you had hit with the weapon you used to make the attack plus 2d6 force damage. Your beam attack deals double damage to objects and structures. When you take the attack action, you can replace one of your weapon attacks with this beam attack. When you reach 18th level in this class, your beam attack's damage increases to 2d12.

WINGS OF HOPE

Starting at 15th level, you are able to manifest the power of hope in the form of magical wings of light or dark energy that become part of your transformation. While transformed, you gain a flying speed equal to your movement speed.

BELIEVE IN YOURSELF

Starting at 18th level, when you roll initiative and are not transformed, you can choose to instantly transform as if you had used your bonus action to do so. Additionally, when you roll initiative and have no style points, you gain 2 style points.

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MONK: WAY OF HEALING HANDS

Monks trained in the Way of Healing Hands possess the ability to help their allies as well as severely incapacitate their enemies. You have studied every bone, joint, and muscle in most humanoid and monstrous bodies, allowing you to strike with precision. Whether those strikes hurt or heal is up to you.

ANATOMY TRAINING

When you choose this tradition at 3rd level, you gain proficiency in the Medicine and Nature skills. Additionally, when you spend at least 1 minute studying a creature, you can make a Wisdom (Medicine) check to discover if it has any healed or current injuries and the nature of those injuries.

MARVELOUS MASSAGE

From 3rd level, your training allows you to prepare your allies for coming challenges. If you spend 10 minutes giving a willing creature a massage, the creature gains temporary hit points equal to your Martial Arts Die + your Wisdom modifier.

You can also grant the creature an additional benefit based on the type of massage you give them, which lasts for 8 hours after your massage. A creature can only benefit from one type of massage at a time. When you give the massage, choose one of the following benefits:

Focusing Massage. The creature gains advantage on Wisdom (Insight) and (Perception) checks and can add your martial arts die to one attack roll made while benefiting from this effect. This die must be rolled after the attack is made but before success has been determined.

Fortifying Massage. The creature gains advantage on Strength and Constitution checks.

Limbering Massage. The creature's movement speed increases by 10 feet, and it has advantage on Dexterity (Acrobatics) checks.

You can use this feature a number of times per day equal to your Wisdom modifier (minimum of once).

GRABBY HANDS

At 3rd level, your skill at manipulating pressure points allows you to subdue even massive creatures with practiced ease. When attempting to grapple a creature, you can use either Strength (Athletics) or Dexterity (Acrobatics) to make the grapple check. You are considered Large for the purposes of determining the size of creatures you can grapple or move while grappling them. Additionally, while you are grappling a creature, you make unarmed strikes against it with advantage.

When you reach 11th level in this class, you are considered Huge for the purposes of determining the size of creatures you can grapple or move while grappling them.

THE GOOD PAIN

At 6th level, you have become adept at making it hurt so good when massaging allies or grappling foes. As an action, you can spend 1 ki point to instantly apply the effect of one of your Marvelous Massages to a willing creature you can both see and touch. When you do so, you can choose to end one of the following conditions affecting the creature: charmed, frightened, paralyzed, poisoned, or stunned.

Additionally, you have learned how to bring the good hurt to your enemies. When you hit a creature you are currently grappling with an unarmed strike, you can spend 1 ki point to force that creature to make a Wisdom saving throw against your Ki save DC. On a failure, the target becomes charmed by you for as long as you maintain the grapple. Creatures charmed in this way can repeat their saving throw each time they take damage from you or your allies.

THE BAD PAIN

At 11th level, your studies into anatomy allow you to deliver deep tissue relief or a nasty cramp. As an action, you can use 2 ki points to touch a willing creature you can see. If made against a willing creature, the strike deals no damage and causes the target to regain a number of hit points equal to a roll of your martial arts die at the start of each of its turns for 1 minute. This effect ends if the target drops to 0 hit points or becomes incapacitated.

When you hit a creature you are currently grappling with an unarmed strike, you can spend 2 ki points to deliver a painfully precise muscle twist. The afflicted creature must succeed on a Constitution saving throw or take necrotic damage equal to a roll of your martial arts die at the start of each of its turns for 1 minute. An afflicted creature can repeat this Constitution saving throw at the end of each of its turns, ending the effect for itself on a success.

RIP AND TEAR

At 17th level, you have mastered the subtle art of dislocating and removing limbs. You can attempt to dislocate the limb of a creature you are currently grappling as a bonus action by spending 3 ki points. The target must succeed on its choice of either a Strength saving throw or a Constitution saving throw against your Ki save DC, or take 4d6 points of bludgeoning damage and suffer one of its limbs being dislocated until it is healed. Each time you use Rip and Tear, choose from one of these four options:

Arm. The dislocated arm cannot be used to wield a weapon, hold a shield, or perform the somatic components of spells. If the creature has the ability to make multiple attacks with a natural weapon, such as with claws or tentacles, it loses the ability to make one of these attacks for each dislocated arm, and it can't make these attacks if all its arms that could make them are dislocated.

Leg. The creature's speed is halved, and it makes Strength and Dexterity saving throws with disadvantage. If all of a creature's legs are dislocated, its walking and climbing speed becomes 0.

Wing. The creature's fly speed becomes 0, and it begins to fall if it is flying unless it has the hover trait.

Tail. The creature can't make attacks with its tail and has disadvantage on Dexterity (Acrobatics) checks. The creature's swim speed is halved.

Alyse Stewart

When you successfully dislocate a creature's limb, it is freed from your grapple. A dislocated limb remains dislocated until the creature regains at least one hit point from healing magic or a creature makes a successful Wisdom (Medicine) check against your Ki save DC to pop the limb back into place.

If you successfully grapple the same creature again, you can spend 3 more ki points to completely tear off the same limb that you previously dislocated as a bonus action. If you do, you deal 4d6 slashing damage to the creature, and they are freed from your grapple. You can either toss the torn-off limb aside or wield it as an improvised weapon, which you are proficient with and counts as a monk weapon for you.

You can't use this ability on creatures that lack limbs entirely, such as **gelatinous cubes** or **giant constrictor snakes**.

UNRIP AND UNTEAR

At 17th level, your healing becomes so strong that you can reattach severed limbs (so what if you were responsible for the limb ripping in the first place?) As an action, you can spend 3 ki points to reattach a limb that has been severed, which fuses perfectly back into place as though it had never been removed. If the limb has been severed for more than 24 hours, you must make a Wisdom (Medicine) check with a DC equal to 5 plus the number of hours above 24 since the limb was severed in order to successfully reattach it.

John Derek Murphy

PALADIN: OATH OF SURVIVAL

The Oath of Survival has been sworn by countless brave souls seeking to overcome the world's challenges and emerge as an inspiring force even in the darkest days. The oath was first sworn by paladins opposing the forces of the goddess Generisa during her war on humanoids. Legends claim these warriors played a vital role in saving humanoids from extinction. Thanks to their many mighty deeds throughout history, these paladins have sometimes become known as Primordial Knights or the Blades of Endurance.

This oath calls paladins to take a firm stance as they prepare themselves against any dangers the world throws at them. They are charged with ensuring not only their own survival but the survival of all sentient life. For better or worse, their alignments vary greatly, reflecting the needs of the moment. This oath places the necessity of survival above any concerns about what is good or evil and lawful or chaotic. Paladins of this oath will use these concepts as tools to keep people alive but discard them just as easily if a situation demands it. This has led to them gaining conflicting reputations as both selfless saviors and ruthless bullies.

Oath of Survival paladins who do questionable things in the name of their oath are called **Blades of Extinction**. I wouldn't recommend calling one that to their face, though.

TENETS OF SURVIVAL

The tenets of the Oath of Survival emphasize adaptation and cultivating relationships to overcome the world's fierce challenges.

Survive At Any Cost. The survival of your allies and yourself stands above all. You must do whatever is necessary to ensure it.

Never Stop Evolving. As the dangers of the world grow ever stronger, you must grow to face the threat. Stagnation is death. Train. Heal. Learn. Overcome.

Strength in Numbers. True power comes from your allies. Help the weak become strong. Strengthen their bodies and spirits so you can face challenges as a united force.

OATH SPELLS

You gain the following oath spells at the paladin levels listed. See the Sacred Oath class feature in the main paladin class for how oath spells work.

Paladin Level	Spells
3rd	*hunter's mark, instant trap**
5th	*barkskin, warding bond*
9th	*gift spell*, protection from energy*
13th	*dominate beast, freedom of movement*
17th	*greater restoration, hold monster*

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Never Surrender. When a creature you can see drops to 0 hit points, as a reaction, you can share your life force with it. The creature regains 1 hit point and gains temporary hit points equal to your current hit point total. When you lose hit points, the creature loses an equal number of its temporary hit points, and when the creature loses temporary hit points, you also lose an equal number of hit points. Hit point and temporary hit point losses from this feature do not trigger this effect; only direct damage to you or the target does. This effect lasts for 1 minute or until you are incapacitated or fall unconscious.

Strike Together. You can use your Channel Divinity to harmonize your attacks with your allies. As an action, you can choose a number of creatures you can see within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). For 1 minute, you and the chosen creatures have advantage on attack rolls against a target if at least one of your allies is within 5 feet of the target and the ally isn't incapacitated.

SURVIVAL SPECIALIST

At 3rd level, you gain proficiency in the Survival skill. When you make Wisdom (Survival) checks, you can add your Charisma modifier to the check.

Additionally, when you roll initiative, roll twice and choose which result to use.

AURA OF ADAPTABILITY

Starting at 7th level, you are surrounded by an aura of primordial perseverance while you aren't incapacitated. As adaptation is the heart of survival, you can change the effect of your aura as a bonus action once a day, choosing one from the following three options. The aura you choose remains active until you choose to change it to another option.

Raptor's Cunning. You and any creatures of your choice within 10 feet of you have advantage on opportunity attacks and Intelligence saving throws.

Triceratops' Toughness. You and any creatures of your choice within 10 feet of you have advantage on Constitution saving throws and death saving throws.

Tyrannosaurus Rex's Might. You and any creatures of your choice within 10 feet of you have advantage on saving throws against being frightened and can add bonus radiant damage equal to your Charisma modifier (minimum of 1) on a critical hit.

At 18th level, the range of this aura increases to 30 feet.

Because dinosaurs are QUACKing awesome.

PRIMORDIAL ENDURANCE

At 15th level, if you drop to 0 hit points, you can immediately regain hit points equal to your paladin level. Once you have used this feature, you can't use it again until you finish a long rest.

ASPECT OF THE APEX PREDATOR

At 20th level, you can wield the primordial abilities you have honed throughout your journey to an extremely deadly degree. You can use a bonus action to assume the Aspect of the Apex Predator, sprouting beast-like features such as scales or fangs, and gaining the following benefits for 1 minute:

- Your weapon attacks score a critical hit on a roll of 18–20.
- You have resistance to all nonmagical damage.
- Each time you cause a creature to drop to 0 hit points, each of your allies within 60 feet of you gains 2d6 temporary hit points.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER: CRYODON GUIDE

The frosty iguana-like cryodons grow in an unusual way, developing from babies to adults only as they learn. Young cryodons remain infants until they gain enough knowledge to grow to adulthood. As a cryodon guide, you have been entrusted with the care and protection of a young cryodon, guiding its growth. In exchange, you become infused with the cryodon's magic, becoming a hardy protector capable of defending both your young companion and your allies. Cryodon guides have roles both as scholars and rugged defenders of their precious companions.

You may have been entrusted with your cryodon companion by the Cryodon Council of Breckart, come into possession of a cryodon egg by chance or a scheme, or perhaps rescued a baby cryodon. However you and your companion met, the cryodon has decided that you are a good person to help them learn and grow. Once a cryodon guide and their companion have set out on their journey, they are not expected to return to Breckart until they have discovered something entirely unknown to the Cryodon Council.

> If I weren't a druid, I'd be seriously considering this as a career. Cryodons are almost as cute as Jawbone.

CRYODON COMPANION

At 3rd level, you form a mystical bond with an immature cryodon who becomes your companion. This companion uses the cryodon companion stat block.

The cryodon is friendly to you and your companions. The cryodon shares your initiative count. In combat, the cryodon can only take the Dodge action and move unless you use a bonus action on your turn to command it to take another action. If you are incapacitated, the cryodon can take any action of its choice. Generally, young cryodons prefer not to engage in combat but support their guide in other ways and flee, hide, and protect themselves without their guide to defend them.

CRYODON COMPANION QUIRKS

d8	Quirk
1	I refuse to ride anywhere but on your head.
2	I collect shiny stones and get sad if you won't carry them.
3	I get grumpy in warm weather.
4	I spin around in circles when I am happy.
5	I chew on my tail when I'm nervous.
6	I want you to read to me every night.
7	I like to sit on your shoulder and sniff the breeze.
8	I love music and whistle any song I hear.

CRYODON'S GIFTS

From 3rd level, your companion shares some of its icy intelligence and chilling power with you.

Ice Guard. You have resistance to cold damage and automatically succeed on checks made against exhaustion due to extremes of both hot and cold temperatures.

Ice Skating. You ignore difficult terrain caused by ice and snow. While moving on ice, your speed is doubled.

Ice Student. You gain proficiency in the Investigation skill, and when you make an Intelligence skill check, you can add your Wisdom modifier to the roll. You also learn to understand and speak the Cryodon language.

Ice Strikes. When you hit a target with a weapon attack, you can deal an extra 1d4 cold damage once per target on a turn. This extra damage increases to 2d4 when you reach 11th level in this class.

CRYODON COMPANION

Tiny elemental, any alignment

Armor Class 15 (natural armor)
Hit Points 5 + five times your ranger level
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	15 (+2)	14 (+2)	15 (+2)	10 (+0)	6 (–2)

Saving Throws Dex +2 plus PB, Int +2 plus PB
Damage Resistances fire
Damage Immunities cold
Senses darkvision 30 ft., passive Perception 10
Languages Cryodon, understands Common but can't speak it
Challenge —
Proficiency Bonus (PB) equal to your proficiency bonus

Ice Walk. The cryodon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Recrystallize. When the cryodon dies, its body melts leaving a tiny, indestructible seed crystal. When the seed crystal is placed in at least 2 gallons of fresh water, the cryodon's body grows back over the course of 1d4 days, returning to life with full hit points, provided another creature tends to it for at least 2 hours each day until its recrystallization is complete.

ACTIONS

Bite. *Melee Weapon Attack:* +2 + PB to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) cold damage. When you reach 7th level in this class, the attack's cold damage increases to 5 (2d4).

REACTIONS

Ice Shield (Recharges after a Short or Long Rest). When it or another creature it can see would take damage, the cryodon fully encases itself or another willing creature of your choice that it can see within 30 feet in a ball of ice. The encased creature gains temporary hit points equal to 2d8 + your ranger level and has resistance to all damage. While encased in ice, the creature's speed is 0, and it can't take actions, bonus action, or reactions. The ball of ice lasts for 1 minute or for as long as the temporary hit points remain. The cryodon can also end the effect on its turn as a free action, and the creature loses the temporary hit points as the shield melts away.

You lose all these gifts if you and your cryodon companion or its seed crystal are separated by more than 1 mile for 24 hours, and you regain them immediately when you are reunited.

CRYODON GUIDE MAGIC

Your connection with your cryodon grants you access to some of your companion's innate magic. Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Cryodon Guide Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

CRYODON GUIDE SPELLS

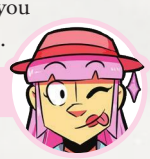
Ranger Level	Spell
3rd	*identify*
5th	*warding bond*
9th	*polar fog**
13th	*fire shield*
17th	*legend lore*

COLD COVER

At 7th level, you gain the ability to summon blocks of magical ice to provide cover for yourself and your allies. As a bonus action, you can create a 5-foot high, 1-foot thick, and 10-foot long barrier of magical ice in an unoccupied space you can see within 30 feet of you. This barrier provides three-quarters cover for up to two Medium-sized creatures. The barrier lasts until the end of your next turn. If you create a second barrier, any existing barrier melts. You can use this feature a number of times per day equal to your proficiency bonus, regaining all expended uses on a long rest.

STUDENTS OF THE WORLD

When you reach 7th level, you gain proficiency in two of the following skills of your choice: Arcana, History, Nature, or Religion. Additionally, whenever you make an Intelligence check, your cryodon companion can magically assist you, giving you advantage on the roll while it is within 30 feet of you.



GLACIAL AGING

At 11th level, your aging slows so that you can spend more time with your immortal cryodon companion. Your natural lifespan is tripled.

GLACIAL GLARE

At 11th level, you can freeze foes in their tracks. As a reaction, when a creature within 60 feet that you can see makes a melee attack against a creature other than you, you can attempt to stop it with an icy stare. The attacking creature must succeed on a Constitution saving throw against your spellcasting DC or become incapacitated until the start of your next turn. You can use this feature a number of times per day equal to your Wisdom modifier (minimum of 1) and regain all expended uses when you finish a long rest.

PERMAFROST PROTECTOR

When you reach 15th level, you and your companion can draw on the power of your bond to unleash the untapped potential dormant in each of you. As a bonus action on your turn, you can transform your cryodon companion into an advanced form resembling a permafrost cryodon for 1 minute. This transformation ends early if either you or your companion are reduced to 0 hit points.

While your companion is transformed, it uses the statistics of a **permafrost cryodon*** without the Freezing Gaze trait and Icy Blast action. If a cryodon companion dies and uses its Recrystallize trait while transformed, it is restored to life as a cryodon companion, not an adult cryodon. Additionally, while your cryodon companion is transformed, you gain the following benefits:

- You gain temporary hit points equal to 2d10 + your ranger level, which last until your companion's transformation ends.
- You make Constitution saving throws with advantage.
- The extra cold damage you deal with your Ice Strikes feature increases to 2d8.

Once this feature has been used, it can't be used again until both you and your cryodon companion have completed a long rest.

DEATH OF A CRYODON COMPANION

Cryodon companions can make death saving throws. If your cryodon companion dies, it can recrystallize and be restored to life. Over the course of 1d4 days, the cryodon guide must spend at least two hours each day meditating with the seed crystal and adding water to it to allow a new ice body to form so the deceased cryodon is restored to life.

Not all cryodon guides can achieve this recrystallization for their fallen companions. Those whose companions die permanently find the magic granted by their bond waning over the next 1d10 + 5 days. Such guides often renounce their former training and learn new skills or redouble their efforts to protect other cryodons.

SORCERER: CONCENTRATED CHAOS

The destruction of the god now only known as The Shattered scattered their immense power across the world of Ambria. Some of this magic has collected in small concentrations of pure chaos, which you may have stumbled into, accidentally consumed, or otherwise had the misfortune to encounter. Such power was never meant to touch mortals, and as a result, it has twisted your magical insides into an unpredictable but potent tangle. Many magic colleges across Ambria have banned Concentrated Chaos Sorcerers from their halls due to all the unscheduled explosions.

As a Concentrated Chaos Sorcerer, you may embrace your turbulent nature by causing mayhem on the battlefield, keeping opponents—or, less helpfully, your allies—confused and distracted. You may attempt to control the chaos that rages within you, channeling it as best you can. Every spell you cast is a gamble of life and death. Will you suddenly obliterate your opponents in a blaze of glory or grant them glorious beards? Only chaos will tell.

Picking this subclass, eh? Good luck. You'll need it.

CONCENTRATED CHAOS MAGIC

At 1st level, the chaotic magic that writhes within you gives you unpredictable access to spells.

At the end of a long rest, roll a d4 to determine which additional 1st-level spell you know for that day. You forget all spells learned in this way when you complete a long rest though—fate being what it is—you might immediately remember them again when you roll for the new day's spells.

When you reach higher levels in this class, you gain additional spells in this way. Roll an additional d4 for a 2nd level spell at 3rd level, for a 3rd-level spell at 5th level, for a 4th level spell at 7th level, and for 5th level spell at 9th level.

While you know them, each of these spells counts as a sorcerer spell for you, but don't count against the number of sorcerer spells you know. Additionally, you can cast them without material components.

If you're lucky, you might QUACK up somebody else's day for once.

CHAOS SURGES

Starting when you choose this origin at 1st level, your spellcasting has the potential to unleash devastating chaotic effects. Every time you cast a spell using a spell slot, roll a d100 to determine if you trigger a Chaos Surge. If you roll equal to or less than your Chaos Surge Threshold, roll on the Chaos Surge tables in **Appendix E: Chaos Surges** to determine a random magical effect that occurs instead of or in addition to your intended spell. When this occurs, you expend the spell slot of the spell you were trying to cast, but you gain sorcery points equal to that spell's level.

Your Chaos Surge Threshold is a number between 1 and 100. The higher your Chaos Surge level, the higher the likelihood of triggering Chaos Surges. When you choose this origin, your Chaos Surge level starts at 10. It can increase or decrease based on your character's actions or events that happen to them. Your GM has the final say in what your Chaos Surge Threshold is at any given time, but this decision should come out of a conversation between both of you.

Some things that could raise your Chaos Surge Threshold include spending time in areas of chaotic magic, a curse you are under getting worse, or you leaning into the chaos. Examples of things that could lower your Chaos Surge Threshold include meditation, guidance from an expert or friend, healing magic, or practicing to control your gifts.

Sips' Chaos Surge Threshold was determined by how much his body was covered by his curse. For example, if 50% of his body was covered in cursed scales, it meant when I rolled the d100 and the result was 50 or below, a chaos surge happened.

CONCENTRATED CHAOS SPELLS

		d4			
Sorcerer Level	**Spell Level**	**1**	**2**	**3**	**4**
1st	1st	*instant trap**	*hellish rebuke*	*floating disk*	*hideous laughter*
3rd	2nd	*silence*	*rope trick*	*overpowered aura**	*acid arrow*
5th	3rd	*dream delivery**	*mass healing word*	*phantom steed*	*call lightning*
7th	4th	*divination*	*red death rune**	*fabricate*	*black tentacles*
9th	5th	*telepathic bond*	*awaken*	*flame strike*	*chain of pain**

CHAOTIC COUNTER

At 6th level, you can let your chaos leap from your body to bewilder other creatures. When a creature that you can see within 60 feet of you makes an attack, you can use your reaction and spend 2 sorcery points to force it to roll a Charisma saving throw against your spell save DC. If the creature fails, roll on the following table to determine the effect of your chaotic counter. You can use this feature after the GM declares the attack but must do so before the GM declares if the attack hits or misses.

CHAOTIC COUNTER TABLE

d6	Effect
1	The creature makes its attack at disadvantage.
2	Until the end of your next turn, the creature perceives its allies as enemies and its enemies as friends and redirects its attack accordingly.
3	The creature becomes frightened of you until the end of your next turn.
4	The creature attacks as normal, but at the end of its turn, it must use all of its remaining movement to move directly away from you.
5	The creature attacks as normal, but if this attack hits, the creature takes force damage equal to the damage it deals to its target.
6	The creature is stunned until the end of your next turn.

FAVORABLE CHAOS

By 14th level, you and your chaos have grown accustomed to one another—a terrifying thought—granting you the ability to influence it to your benefit. You can choose to trigger a Chaos Surge at will when casting a spell of 1st level or higher. You can only intentionally trigger one Chaos Surge on your turn. Additionally, whenever you roll on the Chaos Surge Table, you can choose to roll twice and either have both effects occur simultaneously or have them cancel each other out so that neither occurs and your spell works as intended. If you choose to cancel out the chaos surges, you don't gain sorcery points from the expended spell slot.

CHAOS BUBBLE

At 18th level, you gain the ability to unleash your chaos into the surrounding area and temporarily remove it from yourself. As an action, you can create a Chaos Zone with a 60-foot radius centered on yourself that lasts for 1 minute or until you are incapacitated. The zone does not move with you. Any creature within the Chaos Zone that casts a spell or cantrip or otherwise triggers a magical effect must roll a d100. If they roll equal to or less than your current Chaos Surge level, they trigger a Chaos Surge, and you get to choose which Chaos Surge table they roll on. For as long as your Chaos Zone is active, whenever you roll a result on the Chaos Surge Table, you can choose to expend 1 sorcery point to roll on the table again, replacing the old result with the new one. Once you use this feature, you must complete a long rest before you can use it again.

Jenna "Dingo" Woldenga & Justin Chan

WARLOCK: THE SPLICER

You have made a pact with a patron from beyond the Material Plane known as the Splicer. The Splicer is obsessed with achieving perfection through change, but its idea of perfection is otherworldly and hard to understand. Each warlock interprets this drive toward perfection in a different way. Making a pact with the Splicer means devoting your life to attempting to achieve an impossible level of perfection, changing yourself and the world around you to match your patron's alien desires.

EXPANDED SPELL LIST

The Splicer lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	*disguise self, purify food and drink*
2nd	*alter self, enhance ability*
3rd	*meld into stone, plant growth*
4th	*polymorph, Wizardly's arcane override**
5th	*awaken, modify memory*

PERSONALIZED PERFECTION

Starting at 1st level, your patron grants you an extraordinary level of control over your physical form—your body is a temple, and that temple is dedicated to the Splicer. You are immune to any spell or effect that would alter your form unless you willingly allow it. Additionally, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

ANATOMICAL ALTERATIONS

From 6th level, your patron encourages you to transform yourself, taking the best features of other creatures and adding these traits to your own body. To do so, you must perform a ritual that lasts no less than 1 hour with the body of a creature of a type other than undead or construct that has the trait listed in the **Alteration Options** table. The creature can be alive or dead, but corpses older than 5 days will have decayed too much to provide useful material. Once the ritual is complete, you must specify how your body has changed.

You can have a number of anatomical alterations equal to your Constitution modifier (minimum of 1). You can only obtain each alteration once.

ALTERATION OPTIONS

Creature Trait	Alteration	Description
Amorphous	Flexible Body	You can move through a space as narrow as 1 inch wide without squeezing. Additionally, you have advantage on saving throws against being grappled, restrained, or stunned.
Amphibious	Hydromorphia	You can breathe both air and water. Additionally, you gain a swim speed equal to your walking speed.
Camouflage	Predatory Form	You have advantage on Dexterity (Stealth) checks made in the terrain that matches the creature's camouflage trait. Additionally, whenever you land an attack against a creature that is unaware of your presence in that terrain, you deal bonus damage equal to your Charisma modifier (minimum 1).
Darkvision	Nocturnal Adaptations	You gain darkvision equal to the range of the creature's darkvision. If you already have darkvision, yours increases by an amount equal to the range of the creature's darkvision. Additionally, you gain a bonus on Wisdom (Perception) checks made in darkness equal to your Charisma modifier (minimum 1).
Echolocation	Ultrasonic Vocal Cords	You gain blindsight equal to the creature's blindsight range, and you cannot use your blindsight while deafened. Additionally, you add *thunderwave* to your list of spells known. It counts as a warlock spell for you.
Hold Breath	Extremophile Adaptations	You can hold your breath for the amount of time noted in the creature's Hold Breath trait. Additionally, you gain the ability to subsist without any food or water for a number of days equal to your Charisma modifier (minimum 1).
Illumination	Bio-luminescence	You shed light as the creature does and can douse or resume shedding this light as an action. Additionally, you add *guiding bolt* to your list of spells known. It counts as a warlock spell for you.
Keen Hearing	Aural Improvement	You have advantage on Wisdom (Perception) checks that rely on hearing. Additionally, you gain tremorsense out to a range of 15 feet.
Keen Sight	Visual Improvement	You have advantage on Wisdom (Perception) checks that rely on sight. Additionally, whenever you make a Wisdom (Perception) or Intelligence (Investigation) check, you can add your Charisma modifier (minimum 1) to the result.
Keen Smell	Olfactory Improvement	You have advantage on Wisdom (Perception) checks that rely on smell. Additionally, you gain the ability to track creatures by their scent. To do so, you may make Charisma (Survival) checks with which you are proficient against a DC determined by the GM. Scents linger on porous objects or in enclosed areas but can be quickly diluted or washed away by rainfall and are impossible to follow in moving water.
Standing Leap	Reinforced Tendons	Your long jump and high jump are equal to the creature's, with or without a running start. Additionally, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to your warlock level.
Sure-Footed	Improved Balance	You have advantage on saving throws made against effects that would knock you prone. Additionally, you gain a bonus to initiative rolls equal to your Constitution modifier (minimum 1).

MIND-BODY SOLUTION

At 10th level, your control over your mind grows to match your control over your body. When you fail a saving throw made to maintain concentration on a spell or against being charmed or frightened, you can choose to succeed instead by taking damage equal to double your Proficiency Bonus. This damage can't be reduced in any way and doesn't trigger another concentration check. Once you have used this feature, you must finish a long rest before you can use it again.

ELDRITCH INNOVATION

When you reach 14th level, your patron's will crystallizes within you, making you capable of evolving yourself instantly in response to other life forms. When you take damage from an action taken by a creature that isn't undead or a construct, you can use your reaction to modify your body to reproduce the effect. You can't use this ability if the action originates from a magic item, weapon, spell, bonus action, reaction, lair action, or legendary action.

When you use your Eldritch Innovation, you halve the attack's damage against you. If you are still conscious after the damage has been dealt, you can immediately alter yourself with the power of your patron's magic, growing any new limbs, organs, or appendages needed to take the same action yourself. If the action is an attack, you are considered proficient with it, and you use your Charisma modifier to determine attack and damage rolls with your new action. You use your warlock spell save DC if the new action requires a saving throw. Any damage dice are equal to the effect which damaged you, and you deal the same type of damage with it. If the action has any restrictions such as recharge or per day uses, these apply to you as well, and you regain all expended uses of the new action after you complete a long rest.

The modification you gain from this ability is permanent until you replace it with another modification.

Once you use this feature, you can't use it again until you finish a long rest. If you use this feature while you have an Eldritch Innovation, you lose your existing Eldritch Innovation and replace it with the new one.

Aviv Or

Battle on The Plains of Guadalo

PART 3
HISTORY OF AMBRIA

THE AGE OF CREATION

Before the world of Ambria existed, there was the almost-but-not-quite-all-powerful god, [redacted] and a swirling mass of chaos. [redacted] beheld the chaos and said, "Let there be Stuff." And so the chaos became Stuff. That Stuff was Ambria.

[redacted] crafted vast oceans and varied continents filled with plenty of fun and cool rock formations. The world of Ambria was full of potential. Every stone and drop of water still hummed with the primordial chaos from which the young planet was birthed. But it was dark and lifeless. Unfortunately, [redacted] had neglected to make a sun to illuminate his new world.

[redacted] contemplated his creation and thought it was not bad—for a first try. The tides were out of whack, the oceans were frigid, and the lands boiled with lava. The constant tsunamis, earthquakes, volcanic eruptions, and freezing darkness made it hard for life to gain a foothold, flipperhold, or whatever-appendage-hold, on Ambria. But [redacted] loved Ambria despite all its faults.

Lux's Offer. While [redacted] reviewed his work, he was visited by the overgod Lux, a force of light, life, order, and creation—a force even more powerful than gods like [redacted]. Lux longed to see life and magic thrive across the multiverse, so they offered [redacted] a deal. They would send two of their delegates, beings called the Anahael, to serve as suns for Ambria. The Anahael would light up the planet and help [redacted] foster life, advising [redacted] on how best to care for his young world. However, Lux warned that once life appeared, it would surely draw the attention of the Nix.

The Nix, AKA why we can't have nice things.

The Nix. Entropy embodied, the Nix are a swarming, unthinking, consuming horde of nothingness. Their only goal is to devour all life and magic. Wherever souls spark into being, the Nix are drawn to them like a shark to blood. Left undefended, a world will be consumed by the Nix until no living thing remains.

Lux and the Nix are counterparts, locked in an eternal battle throughout the cosmos. While the Lux warned [redacted] of this danger, the overgod promised [redacted] that the Anahael would defend Ambria from the Nix. [redacted] accepted Lux's offer of protection. He wanted to give his world the chance to flourish.

Avery Howett

Stella and Solis. Lux dispatched two of their Anahael—the sisters Stella and Solis—to Ambria. The pair arrived and transformed into a pair of brilliant suns hanging in the sky of Ambria, one white and the other gold. Their radiance washed over the world, warming and illuminating it. Lux, Stella, Solis, and [redacted] rejoiced. The stage was set for Ambria to thrive.

Divine Help Wanted. [redacted] recognized that even with the Anahael lighting up the world, Ambria wasn't exactly the paradise he'd hoped for. He still needed a little more help to fix it up. And so [redacted] manifested four children who would serve as gods, shaping Ambria alongside him— Kaisea, Haisea, Generisa, and Fatalia.

[redacted] put the goddess Generisa in charge of the land. She calmed the chaos that shook Ambria and then set about creating plants and animals. Generisa made the elves to help her cultivate Ambria as a place where plants and animals could prosper.

[redacted] assigned the waters of his world to the twin gods Kaisea and Haisea. Kaisea nurtured life beneath the waves, and her brother, Haisea, a temperamental god, brewed massive storms and nourishing rains. Together, the twins transformed Ambria's seas, lakes, and rivers, organizing the lingering disorder into regular weather patterns. Kaisea and Haisea made Ambria a place mortals could love.

With the genesis of all this new Ambrian life, someone had to be on clean-up duty. [redacted] entrusted the goddess Fatalia with guiding souls to the realm of the dead. With the explosion of living things on Ambria, Fatalia became very busy, ferrying souls to her domain before passing them back into the care of her siblings to be reborn.

Thanks to Generisa, Kaisea, Haisea, and Fatalia, Ambria's land, seas, and afterlife were sorted. Each was assisted in their duties by a divine familiar—part pet, part emissary, all giant beast. These divine familiars roamed Ambria, carrying out their gods' wishes.

Everyone loves giant pets! Even the gods!

The Nix Arrive. This newfound stability should have made it possible for [redacted] to finally sit back and enjoy his creation. However, as Lux had foretold, it did not take long for the Nix to sniff out the presence of life on Ambria. They swarmed toward Ambria, blotting out the distant stars with a blanket of darkness as they neared the fresh, young world.

Solar Safeguard. Stella and Solis readied their swords and braced themselves for the onslaught of the Nix. The sisters flared their light, driving back the consuming horde. The Nix recoiled, furious at being denied their prey. The swarm turned back, fleeing the Anahael's radiance. From the surface of Ambria, the elves saw the darkness recede and were inspired to worship the two suns as gods alongside the other members of the pantheon. In gratitude to the Anahael, [redacted] created two moons named Plena and Quinta as gifts for Stella and Solis. He set them to dance in the sky alongside the suns as a symbol of their covenant.

With Ambria guarded against the Nix, [redacted] finally had time to indulge in a new hobby—creating more intelligent humanoid life to inhabit his world. He found humanoids fascinating and devised dozens of kinds. Soon, Generisa's elves were joined by dragonborn, dwarves, gnomes, goblins, halflings, humans, orcs, and more. For a while, things were peaceful on Ambria as the new humanoids spread across the world. Of course, things couldn't remain idyllic for long.

GENERISA'S WAR

As life blossomed on Ambria, the nature god Generisa began to worry. Ambria's humanoid inhabitants weren't like her plants and animals, which were content to live as part of the natural cycles she had ordained. Instead, the humanoids shaped her lands to their liking, mining minerals and cutting down trees to build their settlements. She saw her resources dwindling as the humanoids thrived. Watching her precious plants and animals go extinct, Generisa concluded that humanoid life had been a mistake—one she would rectify. And so, Generisa began her crusade to wipe out all humanoids, save for her elves.

I like nature as much as the next druid, but we can all agree this is a **big yikes**.

Elven Betrayal. Generisa called on the humanoids she had created, the elves, to fight for her against the others. But the elves turned their backs on their creator and sided with the other humanoids they had come to call friends. Generisa was outraged at their ingratitude, and the elves' disobedience only strengthened her resolve to wage war.

Arkanight Army. In need of allies, Generisa created a new species, the Araknights—massive, immortal spiders—to lead her crusade. The Araknights were devastatingly effective. They swarmed humanoid settlements, slaying thousands.

The goddess gifted the Araknights with the ability to transform humanoids into a spider-like race called weavers. Devoted to their Araknight generals, the weavers became foot soldiers in Generisa's War. As Generisa shook the land like a dog trying to shake off fleas, her Araknights and weavers clashed against the humanoids in battle. Generisa's forces drove the humanoids to the brink in a series of terrible slaughters, destroying almost all of what they had built.

Generisa had to make, like, the **WORST** thing, didn't she? She could've made big beautiful butterflies instead, but **NOOOOO**, it had to be spiders!

Beginnings of Beastfolk. During Generisa's War, the humanoids searched for a way to defend themselves against the primal power of Generisa's forces. A sect of warlocks beholden to a being from beyond time and space called the Splicer had an answer. These Splicer warlocks created the beastfolk splicing ritual, a rite that blended beasts and humanoids together into mighty warriors. The warlocks offered to perform this ritual on the desperate humanoids. Many took up the deal, allowing the warlocks to transform them into beastfolk.

Beastfolk warriors soon became the most feared troops on the battlefields of Ambria, striking back at Generisa's forces with wild strength and cunning strategy. Though the beastfolk armies held back Generisa for a while, even they weren't enough to defy the might of the furious goddess for long. It seemed the days of humanoids were numbered. Humans notably had suffered massive casualties and were on the brink of extinction. Many of their cities had been devastated, leaving the survivors to seek refuge among the orcs and elves.

The Fall of General Dabrious. One elf general named Dabrious fought the Araknights with particular ferocity. Even though the humanoids were losing, units led by Dabrious put up more of a fight than Generisa could stand. Intent on destroying the pesky general, Generisa manifested on a battlefield known as the Plains of Guadalo. There, Dabrious led his forces in a desperate defense of the last surviving human enclave. Seeing the goddess on the battlefield, he charged at her, hoping to either slay her or die a warrior's death.

Dabrious never got his wish. Generisa ripped the elf's heart out of his chest and replaced it with the heart of a saberwolf, transforming Dabrious into Ambria's first lycanthrope. Dabrious instantly changed, growing thick fur and huge fangs. Overcome with bloodlust, he attacked his own soldiers. Utterly broken by Dabrious' turn, the remaining fighters scattered in a disorganized retreat as Generisa and her Araknights advanced on the last human outpost.

Anahael Reinforcements. Stella and Solis watched the war unfold with horror: a goddess destroying life on such a scale went against Lux's teachings. They appealed to [redacted], but he was unwilling to stop his daughter Generisa, considering it within her right to determine the fate of all life on land. Unable to leave their posts due to the threat of the Nix to deal with Generisa directly, Stella and Solis summoned two more Anahael—Xeros and Zazryx—to help.

Xeros and Zazryx arrived on the battlefield of Guadalo in a flash of light just as Generisa and her army were closing in on the human enclave. The two Anahael swiftly sliced Generisa into a thousand pieces with their glowing swords, ending the war instantly. Xeros, the embodiment of justice, moved to destroy Generisa's Araknights, but Zazryx, the manifestation of mercy, stepped in to stop his counterpart. The Anahael let the Araknights and their weavers retreat into the shadows. Zazryx collected the scattered pieces of Generisa and planted them in the blood-soaked soil.

Generisa's Repentance. Over the next hundred years, the fragmented Generisa threw an epic tantrum, shaking the ground of Guadalo with earthquakes. But after several centuries of divinely enforced time-out, she reflected on her role as the steward of life on the land. Eventually, Generisa grew from the fields of Guadalo as the largest tree on the planet, a towering sequoia. She was ready to resume her position as the goddess of all terrestrial Ambrian life, including humanoid life. The sequoia became a symbol of Generisa and her pledge to atone for her violence.

Beastfolk in Peacetime. The fortunes of the beastfolk turned as Generisa's War ended. Some erroneously considered the beastfolk more weapons than people. The beastfolk splicing ritual was banned in many places as a gesture of peace toward the repentant Generisa. The beastfolk spread across Ambria, grappling with the tension of not quite being part of the natural world nor the humanoid one. Many Splicer warlocks fled too, as their services were no longer considered an asset, though some still offer the beastfolk splicing ritual in secret to those who seek it.

A PANTHEON IN SHAMBLES

Wanting to guide Ambrian gods and humanoids down a more ethical path, Xeros and Zazyrx stayed with Stella and Solis to guard Ambria. Xeros and Zazyrx assumed the roles of the gods of justice and mercy and helped their fellows watch for any approach by the Nix. Stella married Xeros, and Solis married Zazryx. With four Anahael and an assortment of gods looking over Ambria, a golden age began that lasted for thousands of years.

Rebuilding. With the threat of Generisa gone, the humanoid population began to thrive again. However, the memory of the nature goddess' wrath lingered on for generations. The elves could not forgive their creator for what she had done. They turned their focus toward technology and magic so that they would never have to rely on nature or Generisa again.

Humans had suffered the most significant losses during Generisa's War, and their numbers were slow to recover. Many gnomes felt life on the ground was still too risky and began constructing what would become the flying city-state of Fallstreak, hoping to avoid Generisa by simply not being on the land at all. But in general, these were peaceful, prosperous times for the turbulent world.

Stella's Disappearance. This tranquility could not last forever. One day, without warning, Stella and her sunlight disappeared, plunging the world into turmoil. The cause of her disappearance was a complete mystery to almost everyone. Suns don't just QUACKing disappear! Yet Stella had, leaving her sister Solis and the whole world bereft. The humanoid civilizations were quick to blame one another once it became clear Stella had died, but the truth of her demise remains an enigma to this day for almost everyone on Ambria.

Redaction. As if Stella's mysterious disappearance wasn't bad enough, shortly afterward, [redacted] vanished in an equally perplexing fashion. His priests awoke to realize they no longer remembered their god's name. It wasn't just [redacted]'s most loyal followers who couldn't remember; everyone on Ambria had lost their memories of his name. He had been completely eradicated, and every trace of Ambria's first god had been wiped from all records. To this day, no mortal, god, or even Anahael can utter [redacted]'s name, preventing him from ever returning to existence.

The destruction of the world's creator shook Ambria. Pockets of the chaos that [redacted] had tamed to create the world sprang up across the surface, twisting magic into new and strange forms. While the true name of [redacted] can no longer be spoken, some refer to him as The Shattered One and believe he will return one day.

Confusion and Loss. The people of Ambria were confused and scared. Unlike the disappearance of Stella, the truth of [redacted]'s demise was revealed by the other gods: [redacted] had been destroyed by Xeros using an Obliteration Curse. This curse was the Anahaels' strongest weapon, only to be used when they had to utterly destroy a god. Mortals, already reeling from the loss of Stella, tried to understand why Xeros would have done such a thing. Rumors swirled. Some believed Xeros had obliterated [redacted] as a punishment for killing his beloved Stella. Others thought it was because Xeros had seen signs [redacted] had been planning to help his daughter Generisa start another war. More cynical folk speculated that Xeros had destroyed [redacted] so he could have more influence within the pantheon.

The Agony of the Anahael. No one had the chance to interrogate Xeros or Zazryx for the truth because shortly after killing [redacted], they also disappeared. Losing one god is a tragedy; losing four in a row is QUACKING ridiculous!

Priests devoted to Zazryx, the Anahael of mercy, learned that Zazryx and Xeros had dueled, though their deity refused to explain why. Xeros had sliced one of Zazryx's arms off before fleeing, with shame and regret, into a self-imposed exile.

Zazryx was shaken by the fight and felt he needed to find inner peace once more. In his final direct message to his followers, Zazryx told them that he would be walking among them disguised as a mortal from that point on.

As the last remaining Anahael defending against the Nix, Solis now stood alone. From this point, she was worshiped not only as a sun deity but as the goddess of fortitude.

Global Disruption. The loss of Stella, the white sun, meant that nights lasted twice as long, disrupting every form of life on Ambria. Species that couldn't adapt to the extended night went extinct. The seas shifted and surged as Haisea and Kaisea struggled to adjust the tides to the shift in gravity caused by an entire QUACKing sun disappearing. Worshipers of Stella and [redacted] found themselves powerless, unable to use the divine magic that they had once been granted. Xeros' and Zazryx's followers did not suffer the same loss of power, leading them to believe their absent gods still watch over Ambria, even if they could no longer be contacted directly.

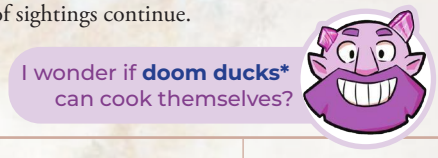
New Gods. In the vacuum left by the abrupt loss of gods, new powers stepped up to take on the celestial mantle. The demon lord Abrith and the ill-fated Dabrious were raised to godhood. What's more, a mysterious force, known only as Nothing and thought by some to be the remnants of [redacted], coalesced underground. Shrouded in mystery, Nothing was the voice in the dark that whispered deep secrets and profound truths. And there was plenty of darkness to go around on Ambria as it entered the Dusk Age.

THE DUSK AGE

The Umbra Wars. With the loss of the second sun, brutal wars tore across Ambria as neighbors accused each other of causing the catastrophe. Many nations leveraged the confusion to steal territory from one another, shifting borders almost daily. Few areas of the world were untouched by the horrors of these conflicts.

Rise of Monsters. In the midst of all the strife, new threats emerged from subterranean hollows. Creatures that had until now avoided the surface and the bright light of two suns found the extended nights were the perfect cover for their hunts. These monsters rose up in greater numbers, killing thousands of surface dwellers who were already worn out by the ceaseless Umbra Wars.

Among these monsters, the most feared were the doom ducks. These deceptively small and cute waterfowl contained unmatched destructive power. If it looks like a doom duck, quacks like a doom duck, and shoots lasers from its eyes like a doom duck, it's a QUACKing doom duck. Luckily for Ambrians, the doom ducks fought among themselves and with the other monsters as much as they did against the people of Ambria. Doom ducks seemingly drove themselves to extinction in their cataclysmic rampage. No reputable witnesses have seen a doom duck in modern times, though unconfirmed reports of sightings continue.



Creation of the Mohsnians. Amidst all the darkness and destruction of the Dusk Age, there was also brightness and creation. While trying to create a new form of construct, a wizard imbued a large humanoid he had carved from a gemstone with sentience and free will. Realizing that this crystal construct wasn't the mindless automaton he'd intended to make, he encouraged his creation to choose their own path in life. The wizard named this new species the mohsnians. This first mohsnian, Stumpy the Unbreakable, built more mohsnians, sharing their spark of life with their crystal children. Eventually, some of the mohsnians chose to stay with the wizard, while others scattered across Ambria, looking for purpose and meaning by themselves.

One particularly bold group of mohsnians, led by Stumpy, chose to venture into a region called the Bellowing Wilds, believing that a dangerous jungle would be the best place to discover what it meant to be themselves without the influence of other, squishier humanoids. They settled in the Felsen mountains and named their new home Granite. There in the jungle, the mohsnians found traces of people who had lived in the jungle before them—damaged buildings, advanced technology, and glowing crystals—but no sign of where these people might have gone.

The Gods Step Back. Seeing the devastation divine meddling had caused, the pantheon agreed to take a time-out on interfering directly with Ambria. The remaining gods swore they would lend their aid to their faithful followers and let those followers act on their behalf rather than trying to fix things directly. Solis, in particular, was glad of this new arrangement as without the support of the other Anahael, she had to concentrate all her efforts on defending the planet from the Nix, leaving her little energy for much else. The gods' huge divine familiars chose to remain on the Material Plane. However, they have also largely withdrawn from close association with mortals, fading into legend.

The Dusk Age Draws In. The Dusk Age lasted for centuries. Stella, the missing sun, faded into myth, and the second sun became only a half-remembered legend. Empires rose and fell, and civilizations crumbled and self-destructed until people forgot why they were fighting in the first place. Eventually, a new fragile peace was ushered in on draconic wings.

Justin Chan

THE AGE OF DRAGONS

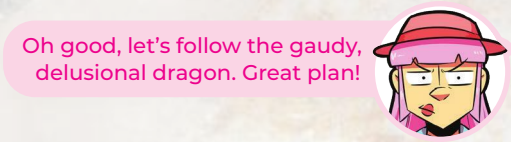
Dragons Ascendant. During the Umbra Wars, many humanoid nations saw the benefit of allying themselves with ruthless dragons. After establishing their dominance, the dragons carved up Ambria between themselves in a series of bloody territorial battles, drawing the Dusk Age and the Umbra Wars to a close. Today, dragons rule over most of Ambria with varying degrees of cruelty and kindness. For some humanoids, the stability the dragon rulers bring is preferable to the endless conflict of the previous age.

Some dragons let trusted humanoids run their domains, only aiding them or demanding tribute when it suits their fancy. Other dragons play an active role in the leadership of their territories, shaping the people and place as they see fit. Whether or not a dragon concerns itself with the affairs of its domain, the temperament and moral outlook of the ruling dragon play a powerful role in each region's culture and environment.

Gresh Claims The Bellowing Wilds. In the present day, the Bellowing Wilds remain under the rule of a cruel green dragon named Gresh. She was the youngest dragon to take part in the Umbra Wars and found herself outmatched by dragons with centuries of experience. Gresh allied herself with an older gold dragon named Aulash. Aulash had promised Gresh she would teach her how to amass an army of humanoids to fight for her. Gresh gleefully followed Aulash's instructions, believing she would seize a prime portion of Ambria with her mentor's help. However, on the eve of battle, the humanoids she had recruited refused to listen to her. Aulash had bribed Gresh's army to follow her instead, leaving Gresh to be mocked by the other dragons as a fool.

Stinging from the betrayal, Gresh flew until she found a place no other dragon cared to lay claim to, the Bellowing Wilds. Dragons had long avoided the Bellowing Wilds because, in ages past, anyone who ventured into the thick jungle, including powerful dragons, never returned. Furthermore, as there were no large settlements in the wilderness, the Bellowing Wilds was a bargain-bin territory. Gresh, desperate for a place to call her own, claimed the region, even if her only subjects were beasts and trees.

Word eventually spread of Gresh's claim, and some humanoid supplicants moved near the volcanic peak where she made her lair, hoping for favor and protection. In exchange for not eating them, Gresh demanded that they love and obey her without question. She helped her new minions build a settlement, Hero's Ascent.



Gresh Strikes Gold. Gresh's fortunes turned as she discovered a massive cache of gold hidden in the jungle. Gresh, who had always been avaricious, became obsessed with her new wealth. She commanded her followers to craft golden armor for her, so all would recognize her golden majesty.

As Gresh's gold obsession deepened, it fueled her anguish at being outmaneuvered by Aulash, and a wild idea began to brew in Gresh's mind. Deluding herself, Gresh became convinced that it had been Aulash's golden nature that had allowed the older dragon to trick her. Perhaps, thought Gresh, if she had enough gold, she could transform from a green dragon into a gold one and gain the same power. But to enact this scheme, Gresh would need far more gold and even more followers to get it for her. Gresh spread stories of treasures to be found in the Bellowing Wilds. Soon more and more people arrived in the jungle, seeking their fortunes and filling Gresh's coffers with their taxes.

THE BELLOWING WILDS RUSH

As word spread across Ambria of the riches to be found in the Bellowing Wilds, a gold rush began. Many of the first attempts at building permanent settlements failed due to the dangers of the jungle. The city of Rascam, founded by Royland Rascam, was the first successful large settlement. While the city's founder died after eating the wrong kind of mushroom, his descendant, known as the Bearon, continues to rule Rascam to this day.

Redemption of the Araknights. Since Generisa's War, a squadron of Araknights had been stationed in the Bellowing Wilds, though their ranks have dwindled from hundreds to only six. The huge spiders were concerned with the large numbers of humanoids settling in the jungle and upsetting nature's balance. But rather than renew hostilities, the Araknights allied with a group of settlers who shared their values of protecting wildlife and honoring the gods. Together they founded the monastic town of Velgari, suspended on a massive silken spider web above the yawning Attercop Canyon.

New Settlements. The next settlement to claw its way to survival in the Wilds was Twiniver. Initially settled as a small port near the mouth of the Forsaken River was unfortunately established too close to the Mild Meadow—ironically, the most dangerous part of the jungle. Eventually, Twiniver was largely abandoned by its original occupants and claimed as the local headquarters of a group of monster hunters called the Steel Jaw Cagers.

More and more settlements sprang up in the Bellowing Wilds like the mushrooms Royland Rascam had been so fond of. In the high Swamp-Rock Mountains, scholars founded the town of Breckart after discovering the icy elementals called cryodons who lived there. The seaside village of Haibrin was founded by a group of shipwrecked beastfolk. The spa town of Brushwick, the gourmand's paradise of Pyrite, and the party town of Fool's Crossing have all also survived long enough to be worth including on maps. Glenshire, a moving city built on walking tree-like creatures called treants, even relocated itself to the Wilds from the nearby country of Kylandria. A group of adventurers discovered a dire tarrasque trapped under a swamp. So, in typical poorly-thought-out-adventurer fashion, they founded the town of Alchemist's Quarry right on top of the monster. They eventually paid for their decision when a Splicer warlock named Quinn-Ora moved in and claimed the town as her own.

Dozens of smaller settlements are formed and destroyed across the jungle every year. Some, like the hamlet of Bundariko, are clinging to survival. Others, like the lizardfolk outpost of Lei'Sha, have already fallen into ruin.

The Future of The Bellowing Wilds. The rush to riches in the Bellowing Wilds shows no sign of slowing down, despite the continuing threats of the jungle. Gresh, welcoming the influx of people with greedy satisfaction, squeezes the population for gold using her squads of roaming tax collectors called the Gilded Goons.

Though many unknowns still remain within the dense jungle, most residents focus on surviving in their deadly home rather than uncovering its secrets. But for those who are entranced by mysteries, there are plenty to be found. Oh, and the dire tarrasque still remains captive underground, for now...

PART 4
RELIGION IN AMBRIA

If there is one thing that can be said about the gods of Ambria is that they can be good at QUACKing off when things get a little tough or things aren't going their way. Fickle gods or not, divinity abhors a vacuum, and Ambria has attracted its fair share of divine beings, including the Anahael, powerful beings tasked with defending worlds from cosmic threats. The Anahael just couldn't help themselves and eagerly got tangled up in the messy affairs of the Ambrian pantheon.

The Old Gods. Almost as old as Ambria itself, Fatalia, Generisa, Kaisea, and Haisea each govern a fundamental aspect of the world. Their worshipers feel a strong connection to nature: the seasons and the cycle of life, death, and rebirth. These gods are a lot like Ambrian mortals—only bigger. They can be gracious or furious, petty or magnanimous, unpredictable or reliable.

The Anahael. The Anahael are outsiders, divinities originating not from Ambria but from a divine source beyond the world. If the old gods are primal forces, the Anahael represent loftier, intangible ideas: protection, duty, knowledge, invention, justice, revenge, diplomacy, and forgiveness. Sometimes this loftiness makes the Anahael seem aloof. Nevertheless, many worship them. The true purpose of the Anahael in coming to Ambria is known only to a few. In addition to their duties as gods, the Anahael stand as the light between Ambria and a dark, life-devouring force known as the Nix.

The Anahael are a bit like babysitters for the other gods if babysitters dabbled in the occasional execution.

The New Gods. When there is a job opening in the Ambrian pantheon, a new god can ascend to fill the gap. Dabrious, Abrith, and Nothing are the three newest gods to arise. Worshipers tend to feel very close to these newer gods, and prayers to the new gods are often transactions or sacrifices. There is always a chance another new deity will arise in a moment of true need.

The Dead Gods. There are two dead Ambrian gods who merit mention: Stella, one of the Anahael sent to protect Ambria, and [redacted], the creator of Ambria. Even though both are gone, their influence still reverberates throughout Ambria. In the years since their demise, their worship has largely fallen away. Still, a few cling to the memories of the Dead Gods—though this is particularly hard for the devotees of [redacted] as no one can even remember his name.

Divine Familiars. Having a divine familiar is a mark of godhood for the local Ambrian gods. These huge animal-like spirits aid their gods in their duties. If you suddenly find yourself the owner of a titanic pet that follows your every whim, you might have just become a god. Though the gods of Ambria sometimes make an appearance in the world, they prefer to send their familiars to interact with mortals face-to-gigantic-face. Even so, actually meeting a divine familiar is a vanishingly rare occurrence. That's probably for the best since the divine familiars are immensely powerful beings.

Yeah, can't go wrong with giant pets.

THE AMBRIAN PANTHEON

	Deity	Suggested Domains	Alignment	Pronouns
Old Gods	Fatalia, Goddess of Death	Death	LG	she/her
	Generisa, Goddess of Nature	Life, Nature, War	CE	she/her
	Haisea, God of the South Seas, Lakes & Salt-flats	Life, Nature, Tempest	NG	he/him
	Kaisea, Goddess of the North Seas, Rivers, & Marshes	Life, Nature, Tempest	NG	she/her
Anahael	Solis, Goddess of Sunlight & Fortitude	Life, Light	LG	she/her
	Xeros, God of Justice	Death, Knowledge, War	LN	he/they
	Zazyrx, God of Mercy	Life, Knowledge	LG	he/him
New Gods	Abrith, Demonic God of Bargains & Power	Knowledge, Trickery, War	LE	he/him
	Dabrious, God of Conflict & Transformation	Nature, Tempest, Trickery, War	CE	he/him
	Nothing, God of Darkness, Secrets & the Underground	Knowledge, Trickery	CN	it/its
Dead Gods	Stella, former Goddess of the Sun & Innovation	Knowledge, Light	LN	she/her
	[redacted], former [redacted]	[redacted]	[redacted]	he/him

ABRITH

Demonic God of Power and Bargains

ALIGNMENT
Lawful Evil

DOMAINS
Knowledge, Trickery, War

DOGMA
There is No Morality. There are Only Bargains.

HOLY SYMBOL
A demonic face with a drop of blood suspended between the horns

Abrith is a demonic god who first rose to power through his conquest of the Demon Plane. Surprisingly, once Abrith took control of this lawless plane, he began to reorganize it, transforming it from a realm of chaos to one of order through his might. While some demons still resist the reorganization, many are happy to work for Abrith.

Abrith found himself accidentally joining the Ambrian pantheon when he started answering the prayers of hopeless mortals who offered him sacrifices in exchange for Abrith sending his demons to the Material Plane. Abrith has a casual attitude toward being a god since it's really more of a side hustle for him. No one is more surprised than he at how well he fits into Ambria's pantheon.

Most depictions of Abrith are joyous and macabre. As long as everyone respects him, Abrith is chill, relaxed, and jovial. Should anyone disrespect him, they'll learn why he is the god of power.

He seems chill. I'd drink an ale with him.

You might think that a demon god would have an evil and torture-happy horde of worshipers, but no, those kinds of people bore Abrith. Like Giselle, the Infernal Saint of Brushwick, who first summoned Abrith to aid her people and triggered his rise to godhood, the Ambrians who worship the demon god tend to be humble, terrified, and powerless. Abrith is the god to pray to when none of the other gods have answered. Butchers, tattoo artists, barbers, and bloodletters blow a kiss to Abrith before beginning their work. Revelers who want to survive killer hangovers invoke his name. No bargain is too big or too small for him. Abrith is happy to answer prayers, especially when those prayers include a sharp knife and a plump goat.

Unlike most of the gods of Ambria, he is actively involved in the affairs of mortals, and there are many folktales about Abrith walking the streets of Ambria in search of a good time. Tieflings are said to be the descendants of Abrith: they are thought by some to be a sign of how "busy" Abrith has been in Ambria.

DIVINE FAMILIAR: RITA, THE HELLFIRE SERPENT

Rita serves as Abrith's trusted herald and courier on Ambria. She acts as the high counselor to the throne of the Demon Plane and chief henchsnake whenever Abrith needs someone to "swim with Haisea's creations," or in other words, die.

Rita's core is hotter than the molten pits that begat her. The souls whom Abrith damns to Rita's gullet never make it as far as Fatalia's judgment. Instead, they burn up inside her until not even ash remains. The serpent familiar is rumored to be so large she could easily be mistaken for a mountain range. If Rita emerges from the Demon Plane somewhere in the oceans of Ambria, those who see her might mistake her for an archipelago characterized by frequent earthquakes and abundant volcanic activity.

Avery Howett

DABRIOUS

God of Conflict and Transformation

ALIGNMENT
Chaotic Evil

DOMAINS
Nature, Trickery, War

DOGMA
Turn the Strength of Those Who Would Destroy You Against Them.

HOLY SYMBOL
A saberwolf head with a four-pointed star at its center

No figure in the Ambrian pantheon is more tragic than Dabrious. As a mortal, the elf Dabrious was so skilled and fearless a tactician he was able to defy the will of Generisa herself and thwarted her plans to destroy all sentient life. The goddess made him pay for his defiance. She attacked the general and transformed him into a monster by plunging a saberwolf heart into his chest. Dabrious became cursed with overwhelming lycanthropy. Consumed with bloodlust, he attacked his own people before transforming back and witnessing the carnage he had caused. Ashamed, Dabrious fled to roam the world, immortal and alone.

At least he didn't have to EAT the heart...

Early stories of Dabrious focused on this tragic transformation. Over time, new legends sprang up—tales of a self-aware trickster who combined the old general's cunning with the strength of the saberwolf. Eventually, Dabrious began to be worshiped widely across Ambria, particularly by lycanthropes of all kinds. During the final days of Generisa's War, as her rage rocked the world, Dabrious served as a substitute nature god. He gained many followers, especially among clerics, druids, and rangers. Warriors regularly call upon Dabrious to ask for his ferocious blessing in battle. Some mages who specialize in transmutation magic believe they can strengthen their spells with an offering to Dabrious.

Dabrious is a common subject for tragic epics and folktales alike. His devout worshipers wear the Twin Hearts: one red—to represent mortal blood—and one gold—to represent godly ichor. Theaters all over Ambria have taken on the Twin Hearts as a symbol for drama—since plays are all about transformation. Bards wear the Twin Hearts in the hopes that their art will transform both themselves and their audiences. Tanners, tailors, mask-makers, make-up artists, haberdashers, and anyone who can help someone reimagine themselves pray to Dabrious. Clowns love Dabrious, whether they're the nice kind or the scary kind.

As an immortal being, Dabrious walks Ambria still. He has been known to appear to his worshipers, especially when they gather to perform frenzied rites in his honor. Such appearances are not always considered blessings, however. As a god of dualities, Dabrious is wildly unpredictable. He might bestow gifts on you, conscript you into service, or eat you.

DIVINE FAMILIAR: SKY, THE FALCON OF FURY

Also known as the Fury of the Heavens, Sky is able to take the form of any bird, most often appearing to mortals as a massive falcon with red eyes. She serves as Dabrious' executioner, swiftly putting an end to hunters who are disrespectful to the hunt or their quarries. And woe betide anyone who harms a lycanthrope, for whom Dabrious holds special affection; sooner or later, they can expect a visit from a monstrous raptor with eyes of crimson, whose only mission is revenge.

Avery Howett

FATALIA

Goddess of Death

ALIGNMENT
Lawful Good

DOMAIN
Death

DOGMA
Live So That in Your Next Life, You Thank Yourself.

HOLY SYMBOL
A skull overarched by a sickle

As the goddess of death, Fatalia came into existence when the first living thing died, ready to accompany it to the underworld. Before Generisa's War, Fatalia's cult was robust. Temples to the goddess adorned with her divine familiar's alligator face abounded, and altar offerings were plentiful. Fatalia was a loving deity. Everyone prayed to the gentle goddess of death, asking her to attend to the souls of their loved ones as they travel across the underworld's River Glowen on the back of her divine familiar.

But after Generisa's War, the humanoids who survived turned against Fatalia. They had seen too much death and blamed her for not stopping her sister goddess' deadly rampage. Petitions dried up. Sacrifices were scarce. Taken aback, Fatalia refused to escort souls along the path to rebirth. Without Fatalia attending to her duties, necromancers started popping up, ghosts multiplied, and undead began to plague the living.

Over time, worship of Fatalia experienced a slow renaissance. Remembering that she was not only the goddess of death but also the Watcher of the Doorway to Rebirth, people once again turned to Fatalia for hope in times of grief. Soldiers on battlefields, folk who have lost someone close to them, and those facing the end of their own lives: all beg Fatalia for an end to pain, easy passage across the River Glowen, and a fortunate rebirth. Fatalia has responded kindly, but she is a sensitive goddess who feels slighted easily, and there's always a chance she will withdraw again.

Abattoir workers and executioners are among Fatalia's most dedicated worshipers. Assassins who worship Fatalia dress in alligator leather as they "walk in step with Death." Fatalia has an active clergy who help people spend the last few days of their lives in comfort. Depictions of the goddess often show her with reptilian features and jewelry made from bones, though she frequently also holds a shepherd's crook to indicate her caring side.

Fatalia's popularity trends with how perilous a region is. Wildernesses, where monsters outnumber humanoids, are packed with shrines to her. Wayfarers place offerings on these shrines, hoping to draw Fatalia's attention away from themselves.

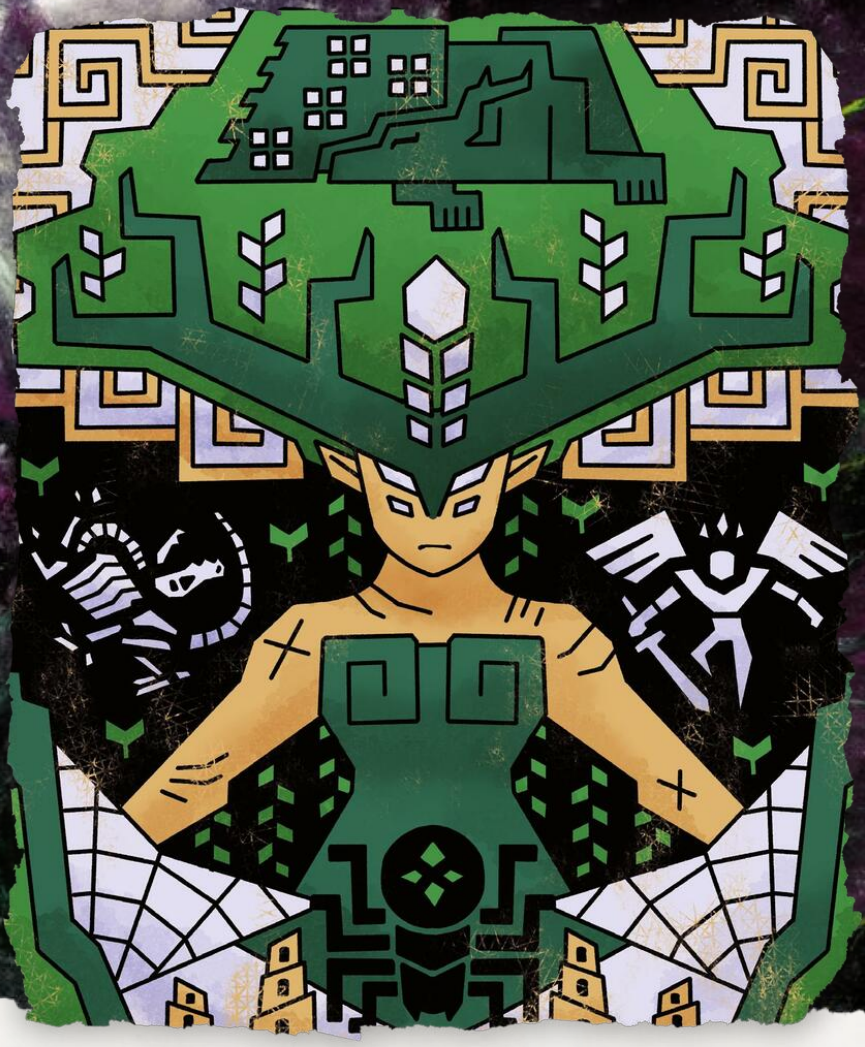
It is **not** a good idea to sleep near a shrine to the death goddess, especially if you've just placed an offering of food on it in the middle of a jungle full of monsters.

DIVINE FAMILIAR: GATOR, THE ALLIGATOR OF DEATH

When humanoids spurned Fatalia, her only friend was Gator, her divine familiar. The Alligator of Death is white as bone because she's—well—made of bones. Despite her fearsome appearance, tales describe Gator's playful temperament. She loves swimming, her duties, and Fatalia.

Gator carries all the souls she transports across the deathly River Glowen. A single bony plate on Gator's back can easily fit an entire village lost to a mudslide, whole cities of the plague-dead, and both sides of a battlefield's fallen. Gator takes delight in snaking on the souls of necromancers who have interfered with the souls of Fatalia's wards. A soul she devours is never reborn.

Avery Howett



GENERISA

Goddess of Nature

ALIGNMENT
Chaotic Evil

DOMAINS
Life, Nature, War

DOGMA
Leave the World More Alive Than When You Arrived.

HOLY SYMBOL
A sequoia tree wreathed with thorns

Generisa, the goddess of nature, is revered and feared. In the early days of Ambria, she delighted in all living things. But then humanoids caused other living things to go extinct, and that ticked Generisa off. So she tried to exterminate all humanoids in a conflict, Generisa's War. Ultimately, she was defeated, and sentient life continues to thrive on Ambria. Generisa is very sorry about that whole trying to kill all the people thing (mostly).

Perhaps a little afraid that she will turn against them again many Ambrians devote some part of their week praying to Generisa: for crops, for rain, for sunshine, for easy childbirth, for protection from unnatural monsters, and for any of the other many gifts of nature. Shrines to Generisa are scattered throughout wild places: trees are hung with ribbons, trinkets, and wishes.

Generisa's most ardent worshipers are the Araknights. These massive, holy spiders were generals in her war but now serve all the gods at her command. Some of her former followers have not forgotten or forgiven her for trying to kill them. In particular, the elves, who Generisa had created to be stewards of nature.

These days, Generisa worshipers look to her incarnation as a sequoia tree and pray they can stand as strong and serene in times of trouble. The goddess is most often depicted as a huge tree-like woman with a mighty crown of branches. In the generations since Generisa's War, new sects of nature-loving druids, clerics, and rangers have sprung up to honor her and maintain the balance between nature and civilization, so Generisa doesn't get angry again.

As well as her role as a nature goddess, Generisa is the goddess of atonement and redemption. Paladins who follow Generisa tend to revere the virtues of humility and forgiveness. A popular saying throughout Ambria is, "Make like a tree and ask for forgiveness."

DIVINE FAMILIAR: HARV, THE ARBOREAL DRAGON

Legends say that Harv is a dragon made of a tremendous variety of flora, local to wherever he alights. He shapes himself to match whatever biome he finds himself in. However, no one has actually seen Harv since the end of Generisa's War, so legends are all that remain. Harv did terrible, violent things during Generisa's War, and some believe that he is hiding in shame as he is a gentle spirit at heart. Others think he was killed in the final battle.

Those who think that Harv still exists believe that he protects travelers, shadowing parties of vulnerable wanderers through dangerous forests. When night falls, it is said that he creates a safe and sacred glade out of his body for worthy travelers. Perhaps he has not truly disappeared from the world, but he is elusive enough that he is mistaken for an unusually graceful circle of trees?

People pray to Harv specifically when lost children need to be found. If a lost child is returned to their home, communities pour offerings of fresh water on the ground in thanks. Whether Harv remains to receive them is unknown.

Avery Howett

HAISEA

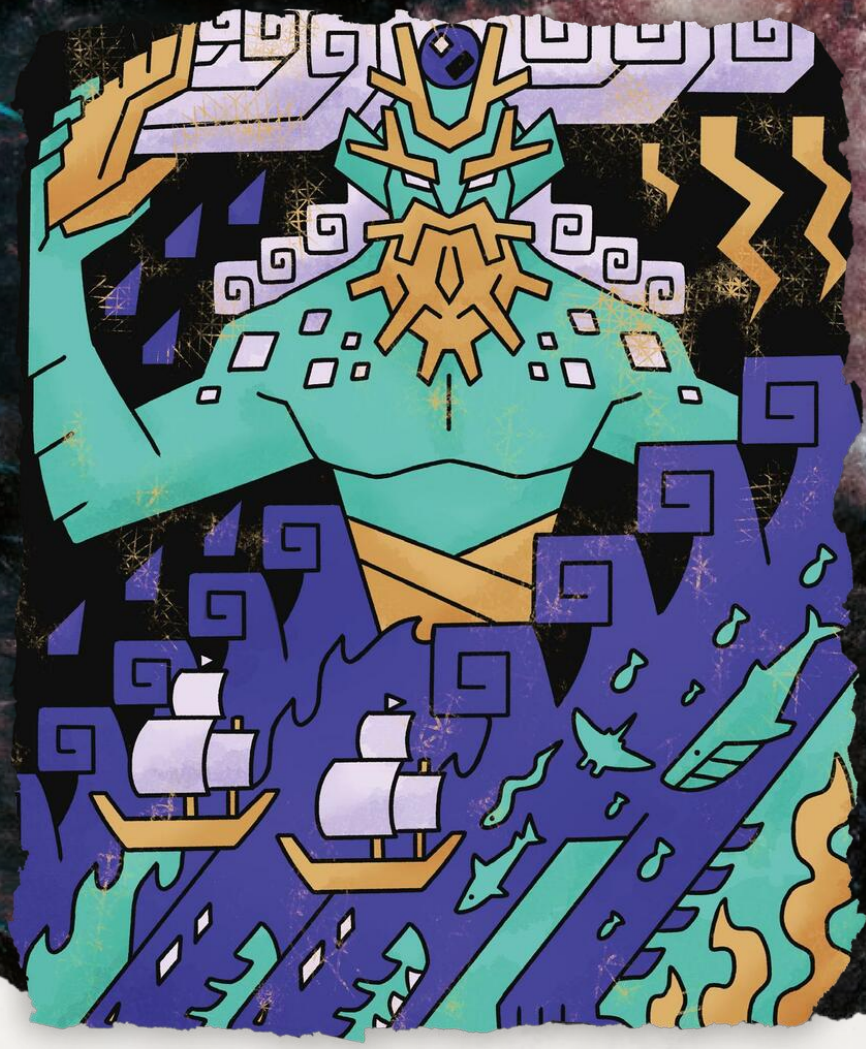
God of the South Seas, Salt-flats, and Storms

ALIGNMENT
Neutral Good

DOMAINS
Life, Nature, Tempest

DOGMA
Water is Everything.

HOLY SYMBOL
A shark biting a thundercloud



Haisea is the god of the southern oceans and tempests. He is the twin of the gentler goddess Kaisea. Until his sister Generisa tried to kill all sentient life, Haisea was considered the most temperamental of the gods. He is willing to destroy anyone who disrespects him but also provides great bounties to his favorites. Today, he retains this reputation as a god who can bring either great blessings or great suffering, though people are grateful that his temper, while tempestuous, is far more short-lived than his tree-like sister's.

While devotees of the Haisea argue over minor details of his aspect, they all agree that he's QUACKing huge. His followers usually depict Haisea as bigger versions of themselves, such as an astronomical orc, a mammoth elf, or a party-sized halfling. Whatever form his huge body takes, he is depicted as a being of coral and stone. Haisea is believed to enjoy these depictions of himself, though he is also known to destroy any that offend his vanity with a well-placed storm.

This dude flexes so hard that he creates tidal waves... what a champ!

Worshipers call upon Haisea to watch over them on long voyages, to make their watery hunts and harvests fruitful, and to bless settlements built close to the water. They pray that he might preserve their food and their dead, make life flavorful, cool them in warm weather, and hydrate them in drought. Folks who work the salt flats where ancient lakes have long since dried up worship Haisea as their god, building altars of pure rock salt. Ice harvesters, fisherfolk, and druids with a special connection to water worship him too.

He is the patron deity of Haibrin, a coastal village in the Bellowing Wilds. This town is a glittering example of the sea god's aspect as a provider rather than a destroyer.

DIVINE FAMILIAR: GIRIVOR, PRIMORDIAL SHARKHOUND

Girivor is the original sharkhound. Part dog, part shark, all good boy—the two-headed Girivor is the guardian of the ocean, keeper of the sea's peace, and the benevolent caretaker of marine life.

Double the heads...double the pets...

With sinewy legs, webbed paws, powerful fins, and more teeth than you really want to see on a single creature, Girivor is great when he's on your side—the hound part of him is very snuggly—but a hell of an enemy for anyone who finds themselves caught in his two massive jaws. It is considered bad luck to say Girivor's name aboard a ship in case it distracts him from his duties. Anyone who does so is blamed for any loss of life in the next storm their ship encounters and may be sacrificed to the divine familiar in apology.

Avery Howett

KAISEA

Goddess of the North Seas, Rivers, and Marshes

ALIGNMENT
Neutral Good

DOMAINS
Life, Nature, Tempest

DOGMA
Everything is Water.

HOLY SYMBOL
A coral crown with a large pearl in its center

Kaisea is the twin sister of Haisea, and they divide up their shared watery domain so that she rules over the northern oceans, rivers, and wetlands. Kaisea is depicted as a huge sea serpent made from water. She created some of the first life on Ambria. Even after some creatures left her oceans to pursue life on land under the care of her sister Generisa, Kaisea continues to hold great affection for the living things she once cradled.

While Kaisea's devotees view her as a kind goddess, they also know her favor should not be taken for granted. Prayers to Kaisea are as much to placate her as to honor her. Fisherfolk, sailors, net-makers, pearl divers, and lobster harvesters who adore and fear her know to keep a watch out for her watery wrath. Those who live near the northern oceans and rivers wear sea dragon charms to ask for her blessing and carve their babies' cradles with motifs of waves in the hope Kaisea will protect them.

The draconic Kaisea certainly has the power to wreck villages and drown people, but generally, the sea goddess is quite merciful. Sometimes, she goes out of her way to spare the storm-tossed and sea-swept, who find themselves washed up, alive and unharmed, on a distant shore thanks to her intervention. Villagers expecting to be wiped out by tempest or tidal wave might pray to Kaisea, offering oblations of wine mixed with brine to win her protection.

As the primordial cradle of life, Kaisea reveres all living things. She usually works to preserve rather than destroy life unless her temper is raised. Clerics, paladins, rangers, and barbarians tend to worship her, as do many who live by or make their living from the sea.

DIVINE FAMILIAR: YALAS, MANTA RAY OF THE MOVING ISLAND

Sailors tell stories of a mysterious island on the horizon that seemed to swim away from them as their ships approach it. This is Yalas, an enormous manta ray and trusted servant of Kaisea. An aquatic people, those who chose long ago to stay with Kaisea rather than migrate to the land, are said to live in a magnificent city filled with fabulous treasures and secret knowledge built on Yalas' back. Should any ship manage to get close enough to see the city, Yalas dives beneath the waves and takes all his secrets with him.

Avery Howett

NOTHING

God of Darkness, Secrets, and Underground Places

ALIGNMENT
Chaotic Neutral

DOMAIN
Knowledge, Trickery

DOGMA
Nothing Can Control Nothing.

HOLY SYMBOL
A black mask

The god Nothing is so mysterious as to be almost unportrayable. The earliest depictions of Nothing were abstract, geometric, and fractal, making heavy use of black paint, opals, and glittering crystals. In modern times, worshipers have settled on depicting the god Nothing as a black mask with no nose, mouth, or any other features save for white eye slits. Members of Nothing's mystery cults wear black masks and believe that disguising one's identity is a holy act.

The origins of the god Nothing are a matter of much theological debate. One popular theory proposes that Nothing was born from the shards of the shattered god [redacted]. Another theory is that Nothing is an echo of the Nix.

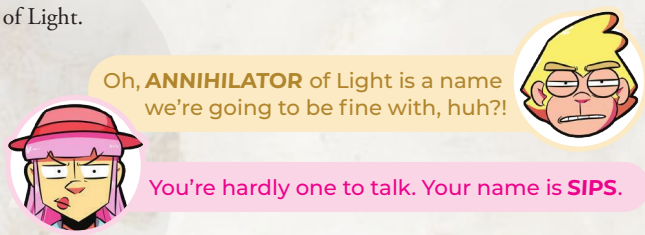
There is no record of Nothing's existence before the start of the Dusk Age. Almost nothing is known of Nothing, except that its devout worshipers are growing in power and number. Among Nothing's worshipers are miners of minerals and metals. People who shun sunlight and live underground, such as goblins, have deep connections to Nothing. Spelunkers, cavers, dungeon delvers, cartographers, and cave biologists revere Nothing. Those who enter its underground domain often leave offerings at the mouths of caves, asking for Nothing's blessing for their journey.

Even those who don't worship Nothing swear to the god whenever they make an oath of secrecy. Locksmiths and thieves inscribe prayers to the god on their lockpicks, as Nothing is thought to have dominion over all secrets.

Other worshipers include Ambria's pariahs, outcasts, and outlaws. Those who deal in dark magics, seek knowledge lost to the ages, or wish to learn that which society has forbidden find illumination in Nothing. Also, rogues—rogues QUACKing love Nothing.

DIVINE FAMILIAR: THE ANNIHILATOR OF LIGHT

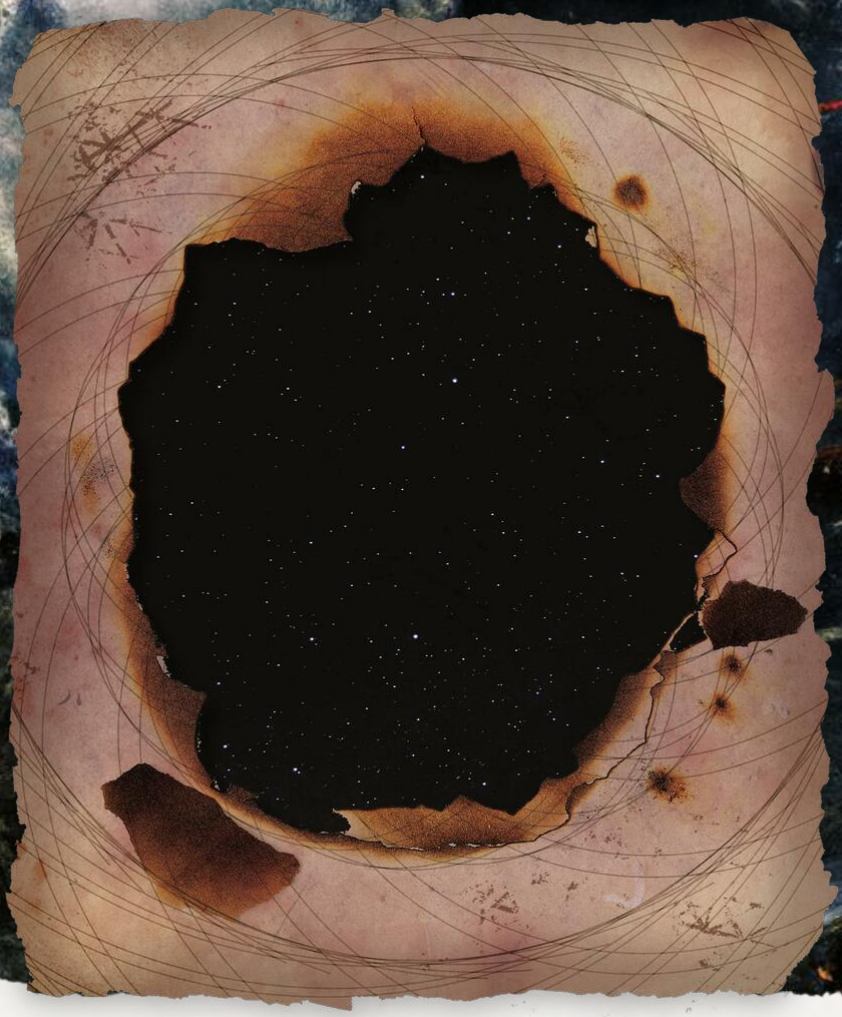
In the early days following Nothing's appearance in Ambria, it was visited by the demon god Abrith. Abrith gave Nothing a gift to forge an alliance between the two gods—a divine familiar, The Annihilator of Light.



The Annihilator of Light guards the passageway into the deepest part of the underground. Whatever it guards is unknown but likely contains terrors that the world will never be ready to see.

The Annihilator's form is huge and shifting. Its surface bristles with obsidian spikes, and it is made of dense material and consumes all light so that even those who have encountered her can't speak to what it looks like. Like Gator, this demonic divine familiar eats the souls of those it kills so that they cannot pass into Fatalia's hands. Instead, those souls swell the Annihilator of Light's own mass and

Avery Howett



[redacted]

Former [redacted] god of [redacted]

ALIGNMENT

[redacted]

DOMAIN

[redacted]

DOGMA

[redacted]

HOLY SYMBOL

[redacted]

H[redacted] reading [redacted] ll the information [redacted] gone, [redacted] obliterated [redacted]

[redacted] reasons be[redacted] e all [redacted] how [redacted] the Anahael, [redacted]

The Obliteration Curse [redacted] destroyed, [redacted] name is lost forever.

[redacted] the Shattered god? [redacted]

Ricardo Evangelho

SOLIS

Anahael and Goddess of Sunlight and Fortitude

ALIGNMENT
Lawful Good

DOMAINS
Life, Light

DOGMA
Pay the Price Morality Demands.

HOLY SYMBOL
A yellow sun with square sunbeams

As an Anahael, Solis and her fellows were charged by Lux—the overgod of these gods—with protecting Ambria from the Nix. Solis and her sister Stella arrived in Ambria while the planet was young. After becoming one of the planet's two suns, she assumed the role of sun goddess in addition to her Anahael duties.

Today, with her sister and the other Anahael gone, Solis alone stands between the planet and the ravenous Nix, a dark force that seeks to consume all life and magic. Besides the obvious gifts Solis imparts to Ambria as the goddess of the sun, the fact Solis decided to remain as the planet's sole remaining daystar, even after Stella was lost and Xeros and Zazyrx opted to go into exile, has made her synonymous with duty, loyalty, altruism, and goodness. For this reason, Solis is worshiped by all those who work difficult jobs dutifully: warriors, firefighters, farmers, healers, and parents.

Just so you know, if she stopped fighting the Nix for even a moment, world of Ambria would be consumed. No pressure.

Scholars believe that the mysterious yellow crystals sometimes discovered in the Bellowing Wilds region are connected with the goddess as they glow after exposure to Solis' sunlight. Some consider these crystals to be holy. But others among Solis' faithful consider the yellow crystals abhorrent, claiming that crystals only steal Solis' power. These devotees sew small mirrors onto their vestments instead. They consider it the highest act of faith to reflect Solis' light back into the skies. Glassmakers, crystals grinders, and lamplighters tend to belong to this latter sect.

Solis is married to Zazyrx. The two gods are often honored together, particularly in household shrines. Traditional offerings to Solis include fruits, mirrors, and armor or shields that have been badly damaged in battle.

Avery Howett

STELLA

Anahael and Former Goddess of Innovation and Sunlight

ALIGNMENT
Lawful Neutral

DOMAINS
Knowledge, Light

DOGMA
The Faster You Fail, the Faster You Learn to Succeed.

HOLY SYMBOL
A gray sun with triangular sunbeams

Stella arrived in Ambria with her sister, Solis, and for many ages, Stella was Ambria's second sun. The death of Stella and the absence of her light plunged the world into turmoil and an age of darkness. When she was alive, Stella helped people push the boundaries of magic and technology, though much of that progress has since been lost.

Before her demise, Stella was married to the god of justice, Xeros. Some traces of how she was worshiped in the past remain in Xeros' temples. Stella is said to have valued offerings of new things. Before using a major purchase such as a new boat or embarking on a new endeavor like a course of study, people would dedicate it to Stella. This practice has fallen out of favor long ago.

Since Stella's demise, few Ambrians worship Stella. Her name is most often used by folks cussing at faulty tools, busybodies, meddlers, or anyone who justifies their actions by claiming they are serving the greater good. Telling someone to "Get Stellaed" is particularly rude.

There are two main sects of Stella worshipers. The peaceful Singers of the Lost Sun keep Stella's name alive in honor of what they believe was her sacrifice to save all of Ambria from an unknown horror.

The Cult of the Dark Star is less wholesome. They are a death cult that believes that all of Ambria should follow Stella into annihilation and work toward Ambria's destruction. Since Stella isn't around to weigh in on the matter, both sects are confident that they are correct.

Stella's legacy lives on in other ways too. Wizards and inventors who thirst for knowledge have a strong intellectual connection to Stella. They seek out ancient books written in the days of her influence to further their research. Unlike other religious orders, clerics of Stella never receive divine power in exchange for their devotion, no matter how fervent they may be. Also, atheists QUACKing love Stella for obvious reasons—dead gods are cool.

I'd love to tinker with some of the ancient tech from Stella's time. You never know when robot dinos could come in handy.

Avery Howett

XEROS

Anahael and God of Justice

ALIGNMENT
Lawful Neutral

DOMAINS
Death, Knowledge, War

DOGMA
Justice Before Mercy.

HOLY SYMBOL
A winged sword

Of all the Anahael, Xeros is depicted as the most powerful. Xeros is the god worshipers go to when they want justice. Generisa is slaughtering all of mortal kind? Xeros won't stand for that. Haisea's leviathan ate your ship? Ask Xeros to filet that fish. Wherever justice needs justice-ing, people call on Xeros to dispense judgment.

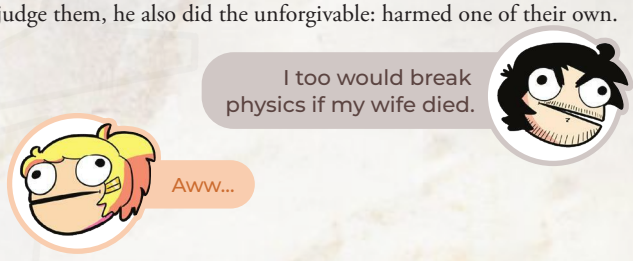
Because of Xeros' ability to travel faster than light, they are also the patron of athletic pursuits, and many arenas and gyms have a small shrine to them. After cutting off Zazryx's arm, Xeros used their ability to run at incalculable speeds around Ambria. Neither mortal nor god has been able to catch or even spot him. Xeros' self-imposed exile is one of constant motion.

Xeros always has his ears open, listening for prayers, and while he can't be everywhere at once, moving faster than light allows him to answer a shockingly high number of petitions.

Xeros was married to Stella. Before the sun god's death, they were often worshipped together in dual temples. Even today, there are still traces of Stella worship in the oldest holy sites dedicated to Xeros, though these traces are often long faded or concealed behind newer decorations. Other temples have fallen into ruin as the worship of Stella faded and the worship of Xeros became less formalized.

Modern worship of Xeros tends to be a slapdash affair at tiny shrines or altars improvised from whatever materials are currently at hand. Mercenaries don't bother constructing shrines but rather stand with their hands outstretched before a battle, hoping to be touched by Xeros as he runs by. Paladins who have sworn their swords to noble virtues consider Xeros to be their patron, but so do those who just want to get paid.

Clerics of Xeros often serve as judges and advocates. Statues of Xeros and his fellow Anahael, Zazyrx, stand in front of courts across Ambria, representing the balance between justice and mercy. Those who have done something unforgivable know that though Xeros may judge them, he also did the unforgivable: harmed one of their own.



Avery Howett

ZAZRYX

Anahael and God of Mercy

ALIGNMENT
Lawful Good

DOMAINS
Life, Knowledge

DOGMA
Mercy Before Justice.

HOLY SYMBOL
A winged figure bearing the scales of justice

Eager Zazyrx was once the most enthusiastic about his duties as an Ambrian god and his devotion to its population. There are many legends of Zazyrx walking among mortals, appreciating their amusing foibles and handing out blessings regardless of whether people deserved them or not.

Followers of Zazryx hold hospitality sacred. After all, it is always possible that a literal god might drop by, asking for a meal or a place to sleep. Zazryx left his formal seat in the pantheon following his duel with Xeros to wander Ambria, and there are still rumors of sightings of him.

Those claiming to have peeked under the Anahael's hood say that Zazyrx looks like a beloved sibling or favorite cousin. He seems to change his appearance depending on whatever is most familiar and comfortable to those encountering him. To put someone at ease, Zazryx speaks softly, tells bad puns, and smiles warmly if you glimpse his face.

I instantly don't trust this guy. Anyone that puts this much effort into seeming friendly is bad news.

Some call Zazryx the god of goody-goodies. However, more mature worshipers, such as diplomats, ambassadors, and philosophers, pray to Zazryx that statecraft employs peaceful resolutions and avoids violent ends. Monks who train in unarmed combat do so to honor Zazryx's fight with his sibling-god Xeros.

Worshipers who have had pain inflicted on them, whether physical, mental, or spiritual, invoke Zazryx to give them the strength to forgive their transgressor. Criminals pray that Zazryx will stand between them and capital punishment. Many Ambrians who live with disabilities and scars honor the one-armed Zazryx, a capable and formidable advocate for all. Nomadic tribes, solitary wanderers, merchant caravans, mercenary bands, and those who feel lost appeal to Zazryx as a wandering god.

As Zazyrx is married to the sun god Solis, those wishing to appeal to him often pray at her temples as they are more widely established and easily accessed. Shrines to Zazyrx tend to be located in remote areas. Homemade food is the most common offering given to Zazyrx, but coming empty-handed to him is acceptable too.

Avery Howett

WORSHIP IN THE BELLOWING WILDS

Newcomers to the Bellowing Wilds have brought their worship practices with them. Travelers have set up small shrines throughout the jungle in the hope that the gods will keep them safe. Shrines to Fatalia, goddess of death, are the most common. They are both memorials and places to make offerings to ask her not to take you quite yet. Some people set up shrines in their homes to one or more gods they feel a particular connection to. The more established towns have large temples dedicated to one or more gods. Worship at these temples is more spiritual than practical, and it is rare to find someone blessed with the ability to use divine magic or to heal.

In my experience, it's best to just pray to them all to cover all your bases in a place as dangerous as the Bellowing Wilds.

PRAYERS R US AND NECROMART

Filling the gap in practicality left by more respectable temples are two quasi-religious shops. Prayers R Us and Necromart approach religion as a consumer service and are as reverent of the divine as a street vendor of travel souvenirs.

Prayers R Us and Necromart are refreshingly relaxed when it comes to divinity. You want to pay for a prayer? Cool. Just tell them who you want to pray to and what you want to say, and drop your coin on the counter. You want to lift a curse? Bestow a curse? They're down. Whatever the customer wants, the customer gets. Both stores also sell spell components for clerics and non-clerics alike, as well as alchemy ingredients. After all, bat guano and incense both make the cash register go kerching!

I've got a loyalty card.

Alyse Stewart

Different But The Same. Though both stores deny it, Prayers R Us and Necromart may be run by the same mysterious umbrella company. One rumor even says that their respective owners, rarely seen shadowy figures, have been married for years. The last person to confront the Necromart owner about this rumor has yet to be found.

Pantheon Divided. To avoid competition, Prayers R Us and Necromart have divided the gods between themselves. Prayers R Us took the "good" gods, and Necromart took the ones who need to work on their image a bit. Necromart also supplies anything an aspiring cultist or necromancer might need. They even sell do-it-yourself warlock contracts—just add blood! The two stores cover the following gods and powers:

- **Prayers R Us:** Generisa, Haisea, Kaisea, Solis, Xeros, and Zazyrx
- **Necromart:** Abrith, Dabrious, Fatalia, Nothing, fiends, and aberrations

GOODS AND SERVICES

While products in the stores can vary a little across the Bellowing Wilds, most franchises carry standard stock and offer a basic set of spells.

Prayers R Us Goods and Services	Price
*Bite be gone**	150 gp
Lesser restoration	200 gp
Potion of greater healing	100 gp
Potion of healing	50 gp
Remove curse	750 gp
Resurrection	10,000 gp
True resurrection	21,000 gp
*Ultra holy water**	500 gp

Necromart Goods and Services	Price
Dispel magic	350 gp
*Pocket zombie**	400 gp
Potion of mind reading	250 gp
Potion of poison	50 gp
Raise dead	2,500 gp
*Sticky scroll** of *bestow curse*	300 gp
*Vicious greeting card**	250 gp

3/5 stars. They wouldn't even accept teeth as currency.

BRANCHES IN THE BELLOWING WILDS

The flagship stores of both Prayers R Us and Necromart are located in Alchemist's Quarry, but they also have smaller franchises across the Bellowing Wilds. In the town of Twiniver, which has a negative attitude toward gods of all kinds, the stores rebranded themselves.

Location	Stores
Alchemist's Quarry	Prayers R Us & Necromart
Brushwick	Necromart
Fool's Crossing	Small Prayers R Us & Necromart carts with limited goods
Glenshire	Prayers R Us & Necromart
Pyrite	Prayers R Us & Necromart
Rascam	Prayers R Us & Necromart
Twiniver	"Wares R Us" & "Death Blow Mart"
Velgari	Prayers R Us

THE BELLOWING WILDS

1. Kaisea Ocean
2. Twiniver
3. The Mild Meadow
4. Mypyrin River
5. Pyrite
6. Granite
7. Boiling River
8. Felsen Mountains
9. Hero's Ascent
10. Broaknee River
11. Bundariko
12. Forsaken River
13. The Ancient Bridge
14. Fool's Crossing
15. Lei'Sha
16. The Unnamed Lake
17. Alchemist's Swamp
18. Alchemist's Quarry
19. Velgari
20. Forlorn River
21. Rascam
22. Brushwick
23. Glenshire
24. Haibrin
25. Breckart
26. Swamp-Rock Mountains
27. Outlast Brook
28. Haisea Ocean

Ambria's Deadly Jungle

PART 5

EXPLORING THE BELLOWING WILDS

The Bellowing Wilds is a tropical rainforest that is beautiful, lush, and vibrant. Unfortunately, almost everything here wants to kill you. Monsters hunt and are hunted. They crawl, slither, fly, and prowl to hunt or avoid their own slaughter. In this fierce ecosystem, even the natural beasts are unnaturally strong. The jungle plants are also bloodthirsty, some so much so that they'll uproot themselves and hunt you down. The ground under your feet is no exception in this brutal environment. It rumbles with volcanic violence, and chaotic magics warp patches of the already terrifying land even more.

Bordered to the north by the Kaisea Ocean, the Haisea Ocean to the south, the Swamp-Rock Mountains to the east, and the Felsen Mountains to the west, the Bellowing Wilds is one of the most remote and unexplored regions of Ambria. Whether you're local to the Wilds or a newcomer, one thing is certain: you're in very real danger.

Best not to get attached to anyone here, my dude.

KEY LOCATIONS IN THE BELLOWING WILDS

Officially, the Bellowing Wilds is a united territory under the control of Gresh, the green dragon. In reality, it is more like a patchwork of city-states. Unlike more powerful dragons, Gresh doesn't have full control over her domain, so settlements vie for power, resources, and survival. Of all the settlements, the three largest are Rascam, Glenshire, and Alchemist's Quarry. Velgari and Breckart retain a high level of independence from Gresh, thanks to the protection of powerful magical creatures. Smaller settlements such as Bundariko, Fool's Crossing, Pyrite, Twiniver, and Haibrin have been founded by rugged folk prepared to take on the jungle's dangers to make themselves at home. Some incredibly brave or incredibly foolish people live outside these settlements, but few last long alone in the jungle.

Yeah, this place is kind of a hodgepodge... but that's its charm. Something for everyone.

Tomáš Matouš

ALCHEMIST'S QUARRY: ARCANE ENCLAVE

Deep in a squelchy, smelly swamp and shrouded with unnaturally thick fog lies the mysterious town of Alchemist's Quarry. Rumors swirl about this town like the mist that surrounds it. Other than merchants who come to trade in potions and supplies, few who enter ever return.

Alchemist's Quarry rests on a flat patch of dry ground in the center of Alchemist's Swamp. The town's tall palisade walls are invisible until touched, at which point ominously glowing blue crystals pulsing with arcane light flash into view and repel any attacker. With only two gates, one to the east and the other to the west, anyone leaving or entering Alchemist's Quarry can be easily observed.

Despite the unsettling rumors about it, upon arriving in Alchemist's Quarry, visitors will find a bustling, well-organized, and cheerful town. The streets are clean, and folk greet each other and visitors with a smile. Alchemist's Quarry's elegant buildings shift and thrum with magic. Many have glass domes built on their rooftops where alchemical plants are grown. Notably, almost all residents are beastfolk, and the atmosphere oozes magic thanks to the abundance of arcanely inclined citizens. The high concentration of alchemical expertise here draws traders despite the town's peculiar reputation. The markets bustle, selling magical herbs and monster parts from the swamp. Life here is good. Maybe, that's why no one ever leaves... or maybe there's a different reason...

Always love the "Few who enter ever return." bit... great start.

THE 100% TOTALLY TRUE (ACCORDING TO QUINN-ORA) AUTHORIZED HISTORY OF ALCHEMIST'S QUARRY

Alchemist's Quarry was founded by the dynamic and renowned Quinn-Ora. This extraordinarily clever and powerful mage came to Alchemist's Swamp, searching for a party of young, abandoned, and lost orphans. Deep in the marsh, she found the helpless kids being attacked by a vicious, viscous tar maw. Brave Quinn-Ora impressively vanquished the monster and rescued the defenseless children, but it was nearly too late for one poor child. Quinn-Ora used her amazing magic to save his life by transforming him into a super cute beastfolk. Afraid that no one would accept the young lad in his new form, Quinn-Ora took it upon herself to make a fantastic new town where beastfolk could be happy and free right there in the swamp. All the other orphans saw how awesome it was to be a beastfolk and begged Quinn-Ora to transform them too. Thus, the prosperous, peaceful, and wondrous town of Alchemist's Quarry was founded, and the kind and wise Quinn-Ora has governed it ever since.

We all know this is bullsQUACK propaganda, right? Right?!

THE SECRET AND ACCURATE HISTORY OF ALCHEMIST'S QUARRY

Four adventurers, whose names have been scrubbed from all records, were searching Alchemist's Swamp for valuable alchemical ingredients when they came across the entrance to an ancient complex holding a massive monster captive. Within the timeworn facility, they found the legendary dire tarrasque trapped beneath the earth. Its body was speared by huge crystals holding it in place. Fearing mass panic or that someone would try to use the tarrasque to do something reckless—like taking over the world—the four adventurers swore themselves to secrecy. They sealed up the dungeon, but the value of the ingredients of the swamp was too great for them to leave the area behind entirely. So, they founded a settlement right on top of the ruin, hiding the entrance in plain sight and keeping the dire tarrasque secret.

Things were good in Alchemist's Quarry for a few years. The town blossomed thanks to the trade in valuable alchemy ingredients and the high levels of ambient magic that attracted arcane practitioners. Soon it grew to a small settlement of a few hundred people.

Then Quinn-Ora arrived. It didn't take the ambitious warlock long to discover the secret of the dire tarrasque and formulate a plan to take control of Alchemist's Quarry. First, she turned the four adventurers who had founded the town into beastfolk, erasing their memories. With them as her puppets, she was able to transform the other residents one by one, binding them to her will using her magic. Her growing army of enchanted beastfolk killed any who resisted.

Today, Quinn-Ora is the undisputed ruler of Alchemist's Quarry. The town has continued to grow and prosper but entirely under her control and for her ends.

Dire Tarrasque

Avery Howett

THINGS TO SEE AND DO IN ALCHEMIST'S QUARRY

Abby's Acupuncture. Owned by Abby [she/her], a red panda beastfolk, this cozy clinic is sweetly decorated with furniture and decorations made of twisted, dried reeds. Citizens and travelers come here to unwind.

ABBY'S SERVICES

Service	Effect	Price
Healing Massage	Abby removes one disease or condition affecting a creature.	350 gp
Invigorating Massage	Abby grants a creature 2d6 temporary hit points that last for 8 hours. While the creature has any of these temporary hit points remaining, they have advantage on Constitution saving throws.	200 gp
Relaxing Massage	Abby helps a creature regain spent Hit Dice. The creature regains spent Hit Dice up to their total number of Hit Dice.	50 gp

The Singing Siren. This karaoke club is infamous across the Bellowing Wilds for its wild open mic nights, raucous singing, and great drinks. The decor is a little outdated, and the smell of spilled booze is ever present, but with over 100,000 songs from all over Ambria to choose from, people vie to get into this club on a nightly basis. A mockingbird beastfolk named Rina [she/her] tends the bar and quietly judges the performances. Skillful singers can earn free drinks, while the truly awful ones might find themselves escorted out with force.

I've been there only once, and once was enough.

Only **you** could mess up karaoke so badly that you release a **dire tarrasque***!

Town Hall. On one side of the central plaza stands the huge Town Hall, built from white marble and decorated with more glowing crystals. The Town Hall contains the Visitor's Center, where a cheerful water buffalo beastfolk, Hal [he/him], is ready to answer any questions with a smile and honest ignorance of any shady stuff.

PRAYERS R US AND NECROMART

Prayers R Us and Necromart are the most prominent businesses to come out of Alchemist's Quarry. They both maintain some independence from Quinn-Ora, but their leadership goes out of its way to not upset her. There used to be rumors that both Prayers R Us and Necromart are run by a shadowy parent company. Since everyone who mentioned the rumors got cursed or smitten, it's rare to hear anyone repeat them these days. Their two flagship stores, located in Alchemist's Quarry, stand side by side with each other.

Alchemist's Quarry, Charming and Not At All Sinister...

Vanessa Wei & Mariya Sviridova

Prayers R Us Flagship Store. This three-story structure is covered in a gray pebbledash. Tens of small, square, frosted windows sit in perfect rows, and the front door is made from the same opaque glass. Neatly uniformed workers guide customers to the correct goods, appointment rooms, and discreet booths, depending on their needs. Prayers R Us is clean, clerical, and surprisingly soulless.

Philip Bygad [he/him], Prayer R Us' general manager, is a refined, maroon-skinned tiefling with buffalo horns. He always has a gracious smile for customers and absolutely never gives discounts. He is assisted by a gnome, Etheldreda Egglington [she/her]. While Philip is around, Etheldreda is a model employee, but she likes to hang out with Ravenna, the clerk of Necromart, on her breaks.

They do have great customer service, just a bit pushy on the divine devotion stuff.

Necromart Flagship Store. Painted a dark, blood red, this squat building splays out like a sleeping toad. The floors are made of shiny silver, and the same silver runs halfway up the walls for easy cleaning. Staff in ceremonial robes lead customers to sacrificial altars or the basement shopping zone, depending on their needs. Calm music plays throughout the building and mostly covers the death rattles of goats being sacrificed in the back room. The flagship store has an excellent cold cuts menu.

This place has the BEST hotdogs!

Necromart is managed by Grand High Warlock, Holder of the Key of the Seventh Gate, Usher of Darkness, and Bearer of the Accursed Accounting Book, Todd [they/them] (**cult fanatic**). Todd is a human. Todd is assisted by Ravenna [she/her] (**cultist**), a halfling who dyes her hair black but insists it's her natural color. Ravenna thought being a clerk at Necromart would give her unlimited dark powers, but her job mostly involves mopping.

FLAGSHIP FANCIES

Store	Item	Price
Prayers R Us	A *handy haversack* with 'Alchemist's Quarry' written on it in glass beads	250 gp
Prayers R Us	Candles dedicated to various gods that attract good fortune	5 gp
Necromart	A sacrificial knife, personalized with the name, intended victim, or god of the buyer's choice	15 gp
Necromart	A vial enchanted to keep blood fresh	5 gp
Necromart	A backpack made of tarrasque leather with "ALCHEMIST'S QUARRY, HOME OF THE NECROMART" stitched onto it	4 gp

DARK SECRETS IN ALCHEMIST'S QUARRY

To the residents, Alchemist's Quarry seems to be one of the safest and most pleasant settlements in the jungle. However, the dark truth of Alchemist's Quarry is that Quinn-Ora uses her Splicer warlock powers to create and control the beastfolk residents. Her version of the beastfolk splicing ritual keeps the humanoid awake and forces them to experience pain so intense that the resulting beastfolk emerges with no memories of who they were before. Her ritual also creates a beast token, an object she can use to control and even possess the beastfolk she has created. The humanoid's severed hand and the remains of the animal coalesce into this token which is shaped like a hand or paw. Destroying a token frees the beastfolk from Quinn-Ora's control permanently. Therefore, she guards her large collection of beast tokens carefully.

Almost all the beastfolk living in Alchemist's Quarry don't really know how they came to be there. Quinn-Ora uses magic to ensure they remain blissfully unaware of their own tragic histories. The few non-beastfolk residents tend to be completely loyal to and terrified of Quinn-Ora, willing to live in the town only because of lucrative trade opportunities.

As if all that wasn't bad enough, the frequent small earthquakes that jiggle the area are caused by the dire tarrasque struggling against its chains below the town. If anyone found a way to release it, that would be a very, very bad time for Alchemist's Quarry and Ambria.

Microphone of Dead Magic

Avery Howett

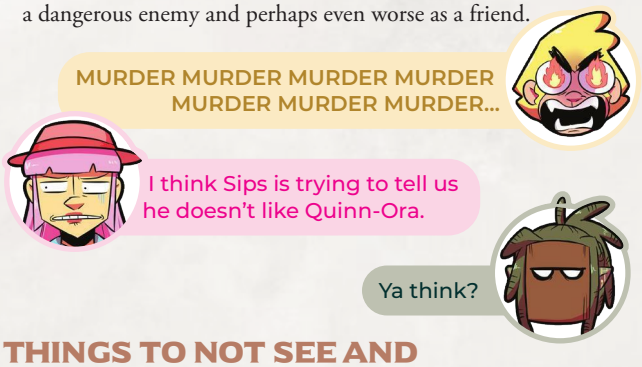
Quinn-Ora and her Floating Hands

LEADER: QUINN-ORA

Quinn-Ora serves her warlock patron, the Splicer. The Splicer is an unknowable aberration from beyond the Material Plane. It is obsessed with change and transformation. When it touched the mind of the young Quinn-Ora, it found an ideal partnership. Since childhood, Quinn-Ora believed change was good, specifically other people changing to suit her. Everything can be improved, and she believes she knows exactly how. With the power of the Splicer at her call, she arrived in the Bellowing Wilds. When she came to Alchemist's Quarry and discovered the Tarrasque Containment Facility, she saw the opportunity it presented. If she could control a world-ending monster like the dire tarrasque, then, by extension, she could control the world. She has tried various methods to gain full control over the dire tarrasque, but so far, none have been quite reliable enough.

Quinn-Ora sees her position as a warlock as a temporary arrangement. Her eventual goal is to become so powerful that she no longer needs a patron at all. Until that time, she does listen to the bizarre desires of the Splicer but always finds ways to interpret them that suit her own goals.

Quinn-Ora is intelligent, ruthless, and hugely ambitious. She retains firm control over Alchemist's Quarry, in part by keeping prying eyes away from her base of operations. Anyone who threatens her schemes will be dealt with swiftly and mercilessly. Anyone she can use, Quinn-Ora will capture or persuade to join her. Despite her penchant for transforming others, she does not transform herself—why mess with perfection? She doesn't even allow herself to age, thanks to her *Splicer's amulet**. Quinn-Ora is a dangerous enemy and perhaps even worse as a friend.



THINGS TO NOT SEE AND NEVER DO IN ALCHEMIST'S QUARRY

Quinn-Ora's Splicery. The grisly ritual chamber where Quinn-Ora creates beastfolk has a completely innocuous exterior. From the outside, you might think it was just another cute Alchemist's Quarry house, complete with window boxes full of flowers and glowing blue crystals. One clue to the dark things that go on here is the regular deliveries of animals brought in by Steel Jaw Cagers, who have a contract to keep Quinn-Ora well-supplied with beasts from the Wilds and beyond. The animals go in through the backdoor, and humanoids go in by the front door, but neither ever comes out as they enter.

Inside, a bed with straps stands in the center of a ritual circle the color of blood. Surgical tools and cleavers hang on the wall. If you find yourself in here, you're either doing something very brave, or you're in big trouble, or both!

Warehouse of Hands. When you're in the business of collecting hands, you've got to have somewhere to store them. Quinn-Ora keeps hers neatly shelved in a large warehouse. These hands are tokens that allow Quinn-Ora to possess and control the beastfolk

Antonio Demico

they belong to. Thanks to a magical connection to the warehouse, while she's within 1 mile of it, Quinn-Ora can use any of the tokens stored inside or summon them to her to gain more precise control over a particular beastfolk. The warehouse is heavily guarded, partly as it is vital to Quinn-Ora's control over Alchemist's Quarry and partly because it stands over the entrance to the Tarrasque Containment Facility.

The Roaring Well. There is a well in an out-of-the-way alley of Alchemist's Quarry that emits roaring sounds at random times of day and night. These sounds are made by the imprisoned dire tarrasque far below. However, those who aren't aware of the destructive monster beneath their feet fantasize about all sorts of monsters that may lurk in the well. It's a rite of passage for children to dare each other to peek over the side into the dark depths.

Tarrasque Containment Facility. The Tarrasque Containment Facility is an ancient site, predating Alchemist's Quarry by millennia. Deep under the earth, a world-ending monster called the dire tarrasque is held captive and immobile, pierced by crystal rods in a massive cavern. Quinn-Ora takes advantage of the dire tarrasque's extraordinary regenerative powers by harvesting its meat and organs. These are used both in alchemical brews and to help feed the town above. The secret ingredient in any special sauce in Alchemist's Quarry is always tarrasque bits. This facility is also the base of Quinn-Ora's research into controlling the tarrasque and mysterious crystal shards.

ALLIES AND RIVALS

Alchemist's Quarry's few alliances in the Wilds are formed through trade. Alchemist's Quarry is the largest exporter of alchemy ingredients, potions, and enchantments in the Wilds. In turn, they import food and other supplies that can't be grown in the surrounding swamp, mostly from Glenshire. Thanks to its profitable trade, Alchemist's Quarry has no trouble paying its taxes to Gresh. Quinn-Ora has no interest in antagonizing the dragon until the time is right to destroy her completely.

There are high tensions between Velgari and Alchemist's Quarry. The Velgari Araknights are aware that Quinn-Ora is up to something, but their last conflict led to the loss of one of their number, Araknight Kaydi. Therefore, for the moment, they are avoiding direct involvement with Quinn-Ora's business for fear of losing any more of their dwindling population.

Haibrin, a hub for free beastfolk, is Alchemist's Quarry's other main rival. The people of Haibrin know that Quinn-Ora is making ritual beastfolk in the worst possible way and are deeply opposed to her. Some residents of Haibrin were originally from Alchemist's Quarry but managed to get free. Based out of Haibrin, the Freehand League is focused on freeing the beastfolk of Alchemist's Quarry and toppling Quinn-Ora so that she can no longer create or control unwilling beastfolk.

ALCHEMIST'S QUARRY QUEST HOOKS

d8	Quest Hook
1	Quinn-Ora wants to hire a party of adventurers to track down a special kind of crystal for her. She will lavishly fund an expedition in search of *Xanu shards**.
2	Ketra [she/her], a half-elf merchant from Glenshire, hasn't seen her tiefling husband Faithful [he/him] for two days. She's getting increasingly distraught as none of the beastfolk residents seem to understand her concern or be able to help her find him.
3	While peeking into the Roaring Well, Jason [he/him], a bat beastfolk child, was scared by one of his friends as a prank. In his shock, he toppled in. Now his tiny cries are coming out of the well alongside the roars.
4	It's 'Adventurers' Night' at the Singing Siren. Adventurers get a 50% discount on food if they sing a song about one of their exploits. The song judged the best will win its singer a *microphone of dead magic**.
5	Every time an earthquake hits, more orange crystals appear around town. They are starting to overwhelm buildings.
6	A very confused hippo beastfolk is looking for guidance. They don't know how or why they were created and have no memories of their identity or past life.
7	David [they/them], a giraffe beastfolk, is in a panic. They lost their daughter Marcie [she/her] in the market crowds.
8	Kieran [he/him], a human, bursts out of Quinn-Ora's Splicery, screaming for help. Beastfolk all around ignore his screams.

CHARACTERS FROM ALCHEMIST'S QUARRY

Most of the residents of Alchemist's Quarry are beastfolk created by Quinn-Ora. Wizards, bards, and sorcerers thrive in this magical town. People here make good use of the surrounding swamp, and there's plenty of need for druids and rangers to harvest ingredients.

If your character comes from Alchemist's Quarry, consider the following questions:

- Magic is a casual part of daily life in Alchemist's Quarry. How does that affect your view of the world and how magic should be used?
- Are you aware of Alchemist's Quarry's and Quinn-Ora's dark secrets or not? Is this part of why you've left? Are you working against her?
- If you are a beastfolk, do you remember anything about your life before your transformation or not?

ALCHEMIST'S QUARRY NPCS

d8	NPC
1	Ronit [she/her] is a human visitor (**gladiator**) from Pyrite. She has been kicked out of The Signing Siren for an absolutely terrible performance and is looking for a fight.
2	A ferret beastfolk **alchemist dabbler*** named Flash Tango [he/him] is selling potions he claims were made by Quinn-Ora herself.
3	Hero [he/him], a mohsnian miner, came here because he thought it was a literal quarry. Instead, he has found work as a bouncer at a local bar.
4	Farah [she/her], a cat beastfolk **scout**, is just getting back to town with her latest haul of rare plants from the swamp.
5	Jake [he/him], a kangaroo beastfolk, is a **spy**. He uses his job as a courier as cover to leave Alchemist's Quarry, carrying information to the Freehand League in Haibrin.
6	Hettie [they/them], a secretary bird beastfolk **alchemist dabbler***, is looking for volunteers to try out their new experimental range of potions.
7	Raffi [he/him], an ox beastfolk, and Muna [she/her], a panther beastfolk, are out on a date at the Singing Siren.
8	A bedraggled party of adventurers who struggled through the swamp to get here. There is Slurps [he/him], a crocodile beastfolk with a cursed monkey hand, Bothi [she/her], an elderly duck beastfolk carrying a cursed turnip, and Morina [she/her], a human who fights with magical cards and has an aura of darkness around her.

ALCHEMIST'S SWAMP

Alchemist's Quarry lies in the center of Alchemist's Swamp. This marshy, forested area is always covered in thick fog. The twisted trees stand above the sucking bog on exposed roots, providing perfect hiding places for monsters.

EXPLORING ALCHEMIST'S SWAMP

Deceptive Depths. While it may seem as if the entire swamp is covered in a shallow layer of water, the depth varies. Some areas are firm enough to stand on, while others are over 20 feet deep. The water is black, and the surface shimmers with oil-slick colors.

Foul Fog. Tar maws fill their swampy home with a dense fog. It has a prickly, chemical smell of ozone that makes the lungs itch and the eyes burn. The fog provides cover for monsters in the swamp and makes it difficult to navigate, ensuring that once you get lost, you stay that way. Navigating during the day is hard enough, but doing so in darkness is almost impossible.

The Planks. The only safe-ish way through the swamp is along two boardwalk paths, one to the east and the other to the west of the town. Known as 'the planks,' these slimy, rotting, moss-covered boardwalks are the only marked route through the swamp. Often flooded and always hard to navigate, some who walk the planks end up in the water, never to be seen again. Through the mists, you'll see half-sunk carts testifying to the many dangers of the route. Perhaps this is why Alchemist's Quarry is not a popular tourist destination.

Marsh Magic. Small islands of firmer ground are scattered throughout the swamp, growing an array of rare and wonderful plants that can be used in alchemical brews. Many hopeful plant hunters have lost their lives trying to harvest from these islands, but those who survive can make an excellent profit.

RANDOM INGREDIENTS IN THE SWAMP

d12	Alchemical Ingredient
1	Lostrix root
2–4	Moosh moss
5–8	Bung lily root
9–10	Temu temu leaf
11–12	Ether of acin

WHAT LURKS IN ALCHEMIST'S SWAMP

The iconic monsters of Alchemist's Swamp are the **tar maws***. These goopy horrors churn up the muck and exude the swamp's thick fog. They attack anyone who ventures into the swamp and damage the planks just for fun. **Thistlewolves*** also prowl drier areas of the marshes. **Cebraniths*** enjoy taking over travelers and forcing them to step off the planks to their doom. The area swarms with **will-o'-wisps** at night.

ALCHEMIST'S SWAMP QUEST HOOKS

d4	Quest Hook
1	A powerful wizard with a load of magic items got lost in the mist. Her cart, filled with powerful treasures, is still out there for anyone who can find it.
2	An alchemist is funding an expedition deep into the swamp to harvest the rarest of ingredients. They will pay well, but only if they are escorted back alive.
3	A researcher wants to study a **tar maw*** up close and will pay for help. He requests that his companions distract the tar maw while he observes its behavior.
4	A scientist (**scout**) from Breckart is heading into the swamp to collect samples of plants and some swamp water for the All Natural Museum's collection. They need people to watch their back while they gather the samples they need.

ALCHEMIST'S SWAMP ENCOUNTERS

d6	Encounter
1	Two **will-o'-wisps** float erratically, singing one of the popular duets from the Singing Siren's karaoke catalog.
2	Mariam [she/her], an overconfident **bandit**, tried to set up an ambush but is now stuck waist-deep in the marsh. She is screaming for help as she sinks.
3	Screams, crashes, and twangs carry through the mists ahead as a band of bards is attacked by a **tar maw***.
4	A **tar maw*** has broken some of the boards, creating a 25-foot gap between one of the planks and the next.
5	A spindly wizard is trying to hold back his burly barbarian friend, who is about to step off the planks as they are under the control of a **cebranith***.
6	A pack of 2d6 **thistlewolves*** is hunting for their next meal. Their last kill was stolen by a **tar maw***. They are very hungry.

Approaching the Shattered Mountain

BRECKART: FROZEN CITADEL

Among the towering peaks of the Swamp-Rock Mountain range, one stands out. The Shattered Mountain appears frozen in the midst of exploding. Crystal-clear ice holds the chunks of rock together. This extraordinary sight and the frozen landscape all around exist thanks to the icy power of Breckart's patron immortal ice lizard creatures, the cryodons.

The small town of Breckart is located within the Shattered Mountain as a series of hollowed-out caves in the rock and ice. It is home to the mysterious elemental lizards and the people who call them friends. The ice that holds the mountain together is stunningly clear, allowing sunlight to reach deep inside and bathing the town in a blue glow. Only the deepest levels and areas carved out of stone need to be illuminated with magical cold lanterns.

Small, iguana-like cryodons are a common sight in Breckart, sliding around the streets, scampering about in the archives, and singing their mysterious warbling songs. Permafrost cryodons, the massive ice elementals that cryodons grow into once they have accumulated enough knowledge, are a far rarer sight.

Too cold. If I have to wear shoes to go there, I ain't visiting.

HISTORY OF BRECKART

The ice elemental cryodons have lived in the mountain that now houses Breckart for millennia. In previous ages, they remained hidden from the world in chilly isolation and only revealed themselves to humanoids in living memory.

Shortly after Rascam was founded, a young woman named Fiona Eisley set out from the city on an expedition to the mysterious frozen mountains to the north. As a fledgling druid, she had felt the icy land's call deep in her bones all her life. When she arrived, the permafrost cryodons revealed themselves to Fiona. The young druid was struck by the majesty of these elemental beings and realized that they had been calling to her all along. She and the other expedition members decided to stay with the icy elementals rather than return to Rascam. They founded the mountainside settlement of Breckart as a place where cryodons and humanoids could live in harmony.

Breckart flourished for many years, attracting new residents from across Ambria as word of the gentle, scholarly cryodons and their frozen citadel spread. However, the town was threatened when news of its existence reached the ears of the dragon Gresh. As Breckart grew, Gresh became convinced it should be paying taxes to her. Gresh's demand sent Fiona and the other humanoids into a panic, while the permafrost cryodons calmly refused to pay anything. Their refusal sent Gresh into a rage. She flew to Breckart and attacked the mountain, blasting it with her hellfire breath, which was hot enough to blow up chunks of the peak.

Anneliese Mak

Below, the inhabitants of Breckart defended their home against Gresh's followers. The Battle of Breckart claimed many lives, but the final blow was struck by the permafrost cryodons. Working as one, they unleashed an enormous icy blast that froze the cracked mountain in place and injured Gresh. The dragon fled with her huge green tail between her shivering legs and has never returned.

The people of Breckart rebuilt their homes inside what came to be known as the Shattered Mountain. Guided by the cryodon's thirst for knowledge, Breckart quickly became a center of scholarship and the arts. They tasked their new humanoid allies with going out into Ambria and bringing back knowledge for them, making Breckart the place to be for researchers and scholars.

THE CRYODON COUNCIL

The permafrost cryodons lead the Cryodon Council that governs Breckart. The Council includes non-cryodon members, including druids, retired rangers, and Chip, Breckart's humanoid leader. The permafrost cryodons are primarily interested in accumulating secrets and knowledge, so almost all the decisions of the Council reflect this goal. However, they also listen to the perspective of their humanoid colleagues. Conclusions are reached through long debates until consensus crystalizes.

Guiding Cryodon Guide Rangers. One of the Council's major responsibilities is selecting cryodon guide rangers (see **Part 2: Character Creation**). Anyone can aspire to be a cryodon guide. Becoming one is a great honor, usually only reached after years of preparation. Chosen guides are assigned a cryodon to escort across Ambria in a quest for knowledge. The journey's ultimate purpose is to provide an enriching experience that matures a cryodon into a permafrost cryodon. When a cryodon guide returns, they are expected to donate at least one new piece of knowledge to the archives or an artifact to the museum. Guides and cryodons who return before the cryodon has become a permafrost cryodon face scrutiny from the community if they don't have a good reason to do so.

Patience of Water. Thanks to their long lives and ability to regenerate, the cryodons operate on a different time scale than others in Ambria. They consider everything on a geological time scale, not the fast-burning years and days of mortal creatures. Because of this, the Council is said to govern with "the patience of water" and is willing to bide their time to get what they want. This capacity for restraint is unsettling to some and has sparked a few conspiracy theories that the Council is slowly manipulating things to bring about a global ice age.

LEADER: CHIP

Breckart is led by Chip [they/them], a diamond mohsnian. They work closely with the permafrost cryodons and have gained their trust through years of proving themself a worthy leader. Chip keeps a close watch over those coming in and out of the village, wary of any who might try to poach young Cryodons. They are also head of the cryodon guide training program and have a reputation for having high expectations but also bringing out the best in their students. Chip was a Cryodon Guide themselves in their youth. Their companion cryodon, Jager, was killed by Steel Jaw Cagers, and Chip was unable to revive her. Chip has vowed to do everything they can to protect the other cryodons. They are gruff and slow to warm up, but once they care for someone, they do so without restraint.

GETTING INTO BRECKART

Frozen Zone. Reaching Breckart poses additional challenges, as visitors must be equipped for both the heat of the jungle and the icy cold of the cryodon's territory. Crossing the Blue Shift, the magical line that divides these biomes, without proper preparation will leave you frozen within a few hours (see **Swamp-Rock Mountains**).

Proving Yourself. If you do manage to reach the glacial citadel, your next challenge is gaining entry. Breckart's relationship with visitors is complicated. The arts and culture scene and the All Natural Museum are huge draws for honest folk wanting to study the arts and sciences. However, scoundrels keep trying to poach the Cryodons. To protect the town and the precious cryodons, Chip issues entry visas for those who have proven themselves trustworthy or those with valid paperwork from institutions of learning. Anyone without the proper paperwork is asked to complete a task to prove their good intentions before being allowed in. Those who give Chip 'bad vibes' get assigned impossible and deadly tasks.

Entering Breckart. At the base of the mountain stand two massive silver doors. When the two doors swing open, they reveal a dizzying series of ramps and slides carved inside the ice-filled peak.

Permafrost Cryodon

George Bennett

THINGS TO SEE AND DO IN BRECKART

The All Natural Museum. A palace of ice and stone, the All Natural Museum contains the most extensive collection of animal, vegetable, and mineral specimens in Ambria. The All Natural Museum is a fantastic resource for scholars with a staggering array of seeds, flora, minerals, rocks, gems, fossils, meteorite pieces, and more. One of its rarest exhibits is a blob of pure darkness frozen in a 5-foot thick block of clear ice. It is believed to be part of one of the Nix that once fell from the sky.

Apparently, you're not allowed to lick the exhibits.

TREASURES IN THE ALL NATURAL MUSEUM

d6	Display
1	'The Birds of Ambria by Fann Freila Aughorn,' a massive book of over 500 exquisite illustrations of birds. It is open on the page showing **emerald-throated hoaxers***.
2	Hundreds of samples of fibers spun from various types of plants, hair, fur, and even Araknight silk hang on a wall, each with notes about their various properties.
3	An enormous, unidentified dinosaur skeleton. The plaque next to it says that it is the subject of scholarly debate.
4	A garden with some of the most dangerous vegetation in the Bellowing Wilds. The plants are behind a wall of glass so that visitors can't touch them. It's accompanied by a chart that lists the effects of each one.
5	A stage where visitors can watch museum staff brew potions from ingredients found in Ambria. There is a show once every three hours.
6	A well-stocked gift shop with postcards, plushies, books, and jewelry made out of semi-precious stones for sale.

Glacier Concert Hall. The Glacier Concert Hall lies at the heart of Breckart. During the day, light shines down into the hall's icy chamber through perfectly clear ice. At night, it is illuminated with magic lanterns, making the central stage sparkle. Musicians, actors, and dancers risk the journey to perform in Breckart's famous hall. On any given night, you can be sure that the performance is worth freezing your QUACK off.

Yeah, I've been to the Hall. It's nice, but not as sparkly as me!

GLACIER CONCERT HALL PERFORMANCES

d4	Performance
1	The Breckart Amature Operatic Troupe is putting together a performance of 'Godfall,' part of the famous opera about the creation of Ambria.
2	The Graceful Gemstones, an all-mohsnian dance troupe, is performing an interpretive dance piece.
3	Popular boy band, The Ironic Renegades, have a tour date here. They sing songs with anti-establishment themes.
4	Merton [they/them], a snake beastfolk poet, is presenting the final round of a slam poetry competition. Their discomfort on the frozen stage as a non-elemental, cold-blooded creature is part of the performance.

The Permafrost Chamber. Deep underneath the Glacier Concert Hall stage lies the chamber where the Cryodon Council gathers. The enormous icy cavern has perches carved into the walls for permafrost cryodons to lounge on. In the center of the chamber is a pool of sparkling blue water that never freezes. Occasionally, new cryodon eggs emerge from this pool, rising from the glimmering surface. Only those the cryodons truly trust are invited to the chamber for an audience, and fewer still have seen an egg appear.

The Ice Core Archive. Cryodons store the knowledge they accumulate in magical ice discs to share with their kin. Thousands of ice discs are cataloged here, each holding a piece of information learned by a cryodon. Access to the archive is highly restricted. Even cryodon guides usually only enter the archive once, when they return to Breckart with their fully-grown companion to deposit the new information they collected on their journey.

Linx's Lounge. Linx's Lounge is a salon run by Linx [they/them]. Linx is a human who loves to bring creative people together to mingle. They serve a wide selection of hot drinks, including teas, toddies, coffees, and mulled wines. The Lounge is as likely to host poetry readings as scientific symposia. Elegant ice chairs are covered with thick blankets, allowing folk to rest and chat comfortably.

The Cryo Dorm. The Cryo Dorm is a large, luxurious hotel made entirely of ice. A night's stay costs 50 gp. The rooms are surprisingly warm and comfortable, despite frozen furnishings. Performers and academics can receive discounts for longer stays if they gain favor with the cryodons.

Cryodon Fan

Avery Howett

BRECKART QUEST HOOKS

d8	Quest Hook
1	A young dwarf named Rhea [they/them] went ice climbing on the mountain and is missing. Chip wants them found and rescued.
2	Pigeon beastfolk singer Hadil's [she/her] band has all caught colds the night before her concert. She is looking for a team who can back her up on stage.
3	The Cryodon Council stripped orc researcher Val [they/them] of their council seat for removing a record from the Ice Core Archives. Val believes they were under the influence of enchantment magic and needs help proving their case and reclaiming their position. They promise a favor if they regain their seat on the Council.
4	A new cryodon guide needs a pep talk before they leave Breckart for the first time.
5	Ainsley [he/him] is a scholar who wants to sabotage the work of his rival Tisha [she/her]. He'll provide access to restricted archives to anyone who can stop her from pursuing her current line of research without connecting it to him.
6	An elderly researcher is always feeling cold. She is offering her life's savings, 100gp, to those who can find her a way to keep warm.
7	A rare fossil was stolen from the All-Natural Museum. The museum is offering 300 gp to anyone who can help them find the culprit.
8	Gresh has sent a small team of her **gilded goons*** to Breckart to covertly gather information about the Shattered Mountain's weak points ahead of an attack.

ALLIES AND RIVALS

Breckart's major export is ice. Pyrite, Brushwick, and Rascam are the largest importers, but if you see ice keeping food cool or chilling your beverage anywhere in the Wilds, it almost certainly comes from Breckart. As two of the oldest settlements in the region, Velgari and Breckart have mutual respect and often engage in cultural exchange.

The Cryodon Council is hostile to Gresh, who attempted to destroy Breckart for openly defying her. The permafrost cryodons successfully defended their home, leaving Gresh afraid of tangling with them again for now. After her defeat by the cryodons, Gresh largely leaves Breckart alone, and as a result, Breckart is one of the very few towns that don't pay taxes to her. Breckart also strongly dislikes the town of Twiniver, specifically the Steel Jaw Cagers, as they frequently attempt to capture cryodons.

CHARACTERS FROM BRECKART

Folk from all across Ambria have found a (metaphorically) warm welcome here as long as they respect the ways of the cryodons. Breckart has attracted many scholars who have chosen to stay and raise their families here.

As a center of learning, Breckart educates wizards and bards in all disciplines. Warlocks who value knowledge and deep secrets are also welcomed open-heartedly. Like others who embrace the cold, many druids with an affinity for ice and snow call the icy city home. The cryodons' desire for new information means that residents of Breckart tend to be well-traveled.

If your character comes from Breckart, consider the following questions:

- Curiosity is encouraged above all other virtues in Breckart. What are you most interested in discovering? Has it led you to leave Breckart in search of new knowledge? Or have you discovered something you wish you hadn't?
- How do you feel about your home? Are you keen to return with your discoveries, or are you happier out in the world at the cutting edge? Or did something happen that forced your departure from Breckart?

BRECKART NPCS

d8	NPCs
1	Larrs [he/him] is a drow entertainer. He performs close-up magic of the non-magical kind and is currently a favorite with people in town.
2	Pippick [they/them], a halfling **acolyte** from Velgari, has been sent here to research ancient loom weights as part of their training.
3	A dwarf named Eurwen [she/her] works for Gresh. She is here as a **spy** trying to uncover secret routes into the Shattered Mountain.
4	Roscol [she/her], a young **adult cryodon*** whose guide was recently killed protecting her. At night, she goes out onto the icy surface of the mountain and sings a song of sorrow into the sky.
5	Frigolda [they/them], a sicario **Araknight*,** is scheduled to perform at the Glacier Hall. They are famous for composing and performing hymns to the goddess Generisa. Frigolda is a major celebrity in Breckart.
6	Valon [she/her] is an elderly green dragonborn **archmage** nearing death. She has come to donate all her arcane knowledge to the archives.
7	Three youngsters, Karrie [she/her], Filligan [he/him], and Os'Wyn [they/them], are training on an icy climbing wall while reciting arcane elements. They are all wannabe cryodon guides.
8	Rhew [he/him] is one of the **permafrost cryodons*** on the Cryodon Council. He has a reputation for being hasty because he can make decisions within a few years rather than decades.

The cryodons are one of my favorite creations, such good Ice/Dragon type friends.

BRUSHWICK: DEMON RESORT

Brushwick was built on a foundation of hospitality, hot springs, and hellfire. Nestled in the volcanic foothills of the Swamp-Rock Mountains, the people of Brushwick have created bountiful farms, manicured flower gardens, and thriving orchards. The volcanic land yields naturally (and supernaturally) heated water, providing hot springs the locals claim have health benefits. A heavy, sulfurous scent rising on the steam permeates every inch of Brushwick, providing an unmistakable demonic undertone to the heavy scent of flowers. Brushwick seems like an oasis of tranquility in the harsh jungle… until you hear the goats screaming. Thanks to a pact with the demon god Abrith, the people of Brushwick summon demons from Ambria's demonic plane of existence on a daily basis. As you walk around the town, you'll see demons helping with chores, hanging out with residents, and generally doing very undemonic things.

Brushwick's Healing, Hellish Hotsprings

HISTORY OF BRUSHWICK

Brushwick was founded as a mining camp in the foothills of the Swamp-Rock Mountains by some of the first prospectors to explore the Bellowing Wilds. Halfling Giselle Kunni [she/her] was only a child when she arrived with her parents, who were searching for precious metals and a new life. When the mining camp was attacked by bandits, Giselle's parents were among those taken. Desperate to save them, Giselle sacrificed a goat, catching the attention of the demon god Abrith. He appeared before her in all his demonic splendor. Giselle, trembling but undeterred, begged him to rescue her kidnapped parents. Abrith was impressed by the determined child who stood before him, so he struck a deal with Giselle. He promised to save her parents and protect the settlement, but in return, the residents had to form a pact to keep summoning his minions into the Material Plane. Abrith held up his end of the bargain, and so did Giselle. Though it took some convincing, the tiny settlement prospered thanks to the deal, growing into the town of Brushwick of today. With demonic assistance, the residents, led by Giselle, turned away from mining and instead focused on using the abundant natural hot springs for health and wellness. Giselle honored her deal with Abrith for her whole life, passing on the responsibility of bearing the pact to her children when she finally passed away.

LEADER: ANNA KUNNI

Today Brushwick is led by a sweet, late middle-aged halfling named Anna Kunni [she/her], a descendant of Giselle. She has the relaxed confidence of someone who knows she can summon a demon to take care of any problem. Anna rarely has a harsh word for anybody, but she also emanates a powerful aura of expecting folks to mind their manners. She gladly takes care of anyone in need and feeds them delicious home-cooked food.

Vanessa Wei & Mariya Sviridova

Keeper of the Mark. Anna takes her role as the overseer of the pact between the demonic god Abrith and the village of Brushwick seriously, ensuring a peaceful relationship between the demons and the villagers. As the pact keeper, Anna is the only person who can bestow the *mark of Abrith** that allows residents to perform the demonic summoning rituals.

Demonic Friends. Anna's best friend is a glabrezu demon named Jeffrey [he/they]. She summons him frequently to assist her with chores and so they can enjoy a cup of tea together. Everyone in town knows Jeffrey.

Classic Felix move, have a sweet little old lady be in charge of a **DEMONIC** town.

DEMON SUMMONING

Part of the Pact. Residents can choose to receive a *mark of Abrith**, which allows them to summon demons within the town's boundaries. This magical mark can only be given by Anna Kunni in a special ceremony. Someone with the mark can summon a demon simply by sacrificing a goat, as long as they are within the bounds of Brushwick. Even residents who choose not to receive the mark are generally relaxed about their neighbors calling up demons. No demon has ever harmed a resident of Brushwick.

Demon Buddies. Quasits, glabrezus, mariliths, vrocks, and balors are a common sight in town. Thanks to the Brushwick pact, the demons carry out requests without malice and are rewarded with all the comforts of a life outside the Demonic Pit, where they typically reside. Summoned demons are unable to leave Brushwick as the entire town is ringed with a massive summoning circle that helps power the summonings.

Abrith's Alone. The whole city worships Abrith, the demonic god of power and hellfire. Self-sufficient, happily profiting from trade running between Rascam and Glenshire (as well as the Demon Plane and the Material Plane), and protected by Abrith himself, the residents of Brushwick see little need for other gods. Travelers aren't prevented from worshiping other gods, but they'll find no temples to anyone but Abrith.

THINGS TO SEE AND DO IN BRUSHWICK

The Abyssal Abbey. In the center of town are two jagged obsidian pillars set on either side of a dark staircase that descends into the ground. At the bottom lies the Abyssal Abbey, a huge chamber carved from volcanic glass and lit with thousands of candles. The Abyssal Abbey is where Abrith is worshiped in all his demonic glory and where new summoners are given their *mark of Abrith**.

Barbara's Flowers. This store sells beautiful arrangements of flowers grown in Brushwick. Each magical bloom speaks Common. To buy a bouquet of flowers, you must convince the flowers your reason for buying them is worthy; otherwise, the owner, a half-elf **druid** named Barbara [she/her], refuses the sale. The flowers live longer than normal cut flowers but eventually die. Before they do, they sing a hauntingly beautiful song.

Damned Good Deals. Run by Iyusavent [he/him], a jolly half-orc, Damned Good Deals specializes in trade to and from the Demonic Pit. He also hires mercenaries to secure goods from all over the Bellowing Wilds to sell to clients in Ambria's Demon Plane.

Bushwick Necromart. Brushwick's Necromart is the most profitable of all the chain's stores. It is a two-story building that sells everything a demon summoner might need. While you can raise your own sacrificial goats, there's no shame in buying one from Necromart. The store also offers a particularly fine selection of stylish ceremonial daggers for all your sacrificing needs. The manager of the branch is a human named Jasmine [she/her]. She is almost always accompanied by her guide dog Buddy, a specially trained **hellhound**. Jasmine is always coming up with new ways to advertise her branch of Necromart and loves running snap sales.

They run a huge sale called Black Plague Friday. Best to avoid it at all costs.

Goat Farms. Sacrificial goats for demon summoning are raised on sixteen goat farms outside the town. Unsurprisingly, goat meat is cheap and plentiful. Maintaining a steady supply of sacrificial goats is one of Brushwick's main concerns, so the farms are heavily fortified against monsters looking for a snack. One of the farms, Pleasant Pastures, has diversified its business by opening a petting zoo where you can meet the goats.

Beds, Baths, and the Beyond. The largest and oldest bathhouse in Brushwick, the Demon Spa has impressively twisty wooden architecture and rises four stories tall. Decked out with outdoor hot springs, indoor pools, saunas, massage therapists, essential oils, and an extremely welcoming staff, it's a sin to visit Brushwick and not take a dip. If the Demon Spa isn't to your taste, there are many other spas competeing for your business with special offers.

MORE SPAS IN BRUSHWICK

Spa	Advertising
Horned Hotel	Book a stay and receive a free volcanic mud wrap!
Balefire Resort	Give yourself the gift of relaxation and health with our Body & Soul Cleanse from just 99 gp.
The Hell-th Clinic	Choose the opulent option to cure your physical injuries, all in a soothing atmosphere of pure luxury. Prices available on presentation of problem (or corpse).
S'Inn & Spa	Be seduced by our sinful special: all rooms are 20% off when you book for six nights or more.

ALLIES AND RIVALS

Despite its demonic allegiance, Brushwick has a good reputation in the Bellowing Wilds. It's a popular tourist destination for people from Rascam, Glenshire, and Breckart. Brushwick's peace even extends to Gresh. They pay their taxes to the dragon, and on occasion, she visits for a bath in the hottest spring.

Velgari and Haibrin look at Brushwick warily. The Araknights are concerned about demonic forces spreading and upsetting the balance of the Wilds. Meanwhile, pious folk in Haibrin turn their noses up at consorting with demons. The folk of Brushwick don't concern themselves with this too much, though. As long as it remains allied with Abrith's Demon Plane, the town is confident in its ability to survive and thrive.

BRUSHWICK QUEST HOOKS

d8	Quest Hook
1	Two customers inside Damned Good Deals are fighting over the last pair of *many mile boots** on the shelf. The customers are threatening to summon demons to fight on their behalf.
2	**Magmonkeys*** have taken over one of the Demon Spa's hot spring baths. The owner can't summon a demon until tomorrow and wants the rude apes evicted now.
3	It's the night of the Hellfire Festival when the townspeople renew their vows to Abrith with a firelit parade. But when the parade arrives at the Abyssal Abbey, a grim-faced **planetar** carrying a sword bars the entrance.
4	A client of the Balefire Resort was dissatisfied with the Body & Soul Cleanse. She is telling everyone she knows not to go there. The resort has lost business and must save its reputation.
5	A disgruntled goat farmer thinks Anna isn't actually Anna, but Giselle. He believes Abrith granted her the ability to transfer her soul and will pay for proof.
6	Jeffrey the glabrezu has fallen ill and hasn't been able to do their chores or have tea with Anna. Finding a cure requires the help of a specialized demon healer, who can only be found by visiting Abrith's Demon Plane.
7	A stranger bearing a *mark of Abrith** has found a way to summon demons outside of Brushwick and is threatening to upset the delicate balance of jungle politics.
8	The farmers on all the goat farms awaken to find their herds dead, with no traces of violence. They don't know what killed their goats, and the townsfolk can't summon demons without them.

CHARACTERS FROM BRUSHWICK

Brushwick is inhabited by folks of all kinds and is welcoming of anyone who is cool with demons. Tieflings are occasionally left by Abrith to be raised by adoptive parents in Brushwick.

Becoming a warlock is considered a highly respectable career path for young people in Brushwick as long as they pick an appropriately fiendish patron. Brushwick's spas also train those who wish to study the intricacies of massage as **Way of Healing Hands monks**. Clerics and paladins are rare unless they are devoted to Abrith. However, a few youngsters in Brushwick rebel against their upbringing by worshiping one of the "good" gods.

When creating a character from Brushwick, consider the following questions:

- Do you have a *mark of Abrith**? If so, how has being able to easily summon demons to help with any problems shaped your attitude toward problem-solving? If not, why did you choose not to get a mark?
- What led you to leave Brushwick? Did you grow tired of the easy demon-summoning life? Or are you searching for something that Abrith can't provide?

BRUSHWICK NPCS

d8	NPCs
1	Guy [he/him] and Darvix [he/him] are arguing over which is the best demon to summon to help them move a couch.
2	Dodgepodge [he/him], a **goblin** wearing a fake mustache, is trying to get a bottle of healing waters to take underground.
3	Iggy [she/her] is a mohsnian cryodon guide whose **adult cryodon*** companion, Jellico [they/them], is dead set on melting themself in a hot spring just for the experience.
4	Praxuberix [he/him] is a **glabrezu** weeding a vegetable patch and wearing a cute sun hat. A middle-aged hobgoblin named Dhuug [he/him] is bringing him some lemonade.
5	Justicia [she/her], a tiefling massage therapist at the Demon Spa, is heading home and telling a **dretch** all about her recent breakup. The demon is nodding sympathetically.
6	Gulfoz Gapp [they/them] is a halfling goat herder who dreams of making it big in Rascam with their fabulous performing goats.
7	Jori [she/her], a **weaver veteran*** who has come to Brushwick to recuperate from wounds she suffered while defending a group of acolytes from a hooded reaper.
8	A group of kids is playing kickball against a team of summoned **dretches**.

Mark of Abrith

Avery Howett

SWAMP-ROCK MOUNTAINS

The Swamp-Rock Mountains stretch over a vast distance and form a border between the Bellowing Wilds and the nation of Kylandria to the northeast. Little grows here, but the mountains still teem with danger. Sudden storms can create flash floods in the south and avalanches in the north. Although less volatile than the Felsen Mountains, the volcanic activity here creates deadly geysers and scalding springs.

I love how even when creatures don't kill you, the Bellowing Wilds instead just kills you with **WEATHER**.

EXPLORING THE SWAMP-ROCK MOUNTAINS

The Blue Shift. The boundary where the temperature shifts from sweltering jungle heat to icy chill is known as the Blue Shift. The location fluctuates throughout the year, but it is usually around thirty miles from Breckart, forming a ring. On one side of the Blue Shift, the rocky ground is dotted with tough tufts of grass. On the other side, the land is slick with ice, and snow falls from the sky.

Sanguine Queen & Swarm of Bleeders

Ice and Fire. The northern range is permanently frozen over. This rocky expanse filled with glaciers is under the magical influence of the icy cryodons of Breckart. Travelers who are unprepared for the sudden change in temperature after the sweltering jungle will quickly find themselves facing frostbite. To the south, the slopes near Brushwick are hot, humid, and swampy, much like the rest of the Bellowing Wilds (just with more rocks). The scent of sulfur fills the air and clings to clothing long after you leave.

Sweet and Salty Mines. The mountains to the south hold thick veins of salt and silver, but these resources are hard to extract. The mining camps are sparsely populated, and few prospectors stay long as they are plagued by bleeders.

WHAT LURKS IN THE SWAMP-ROCK MOUNTAINS

Most folks in the Swamp-Rock Mountains are there because they're traveling to Brushwick or Breckart. A few prospectors search for new deposits of precious metals and gems. Anyone else in the mountains is lost (and probably going to die). In the south, **sanguine queens*** and their **swarms of bleeders*** are common. **Magmonkeys*** inhabit the southern slopes of the mountains. In the north, **winter wolves** roam the snowy uplands. A population of yellow-furred **apes** is able to live in the snowy landscape of the northern mountains thanks to the warmth of the hot springs. If you see a group of these monkeys relaxing in a pool, that is a good sign that a pool is not one of the ones that'll boil your flesh clean off.

SWAMP-ROCK MOUNTAINS ENCOUNTERS

d6	Encounter
1	A recent earthquake dislodged part of a mountain in the south, revealing an ancient research station. A dormant **watcher*** has been awakened.
2	A merchant is looking for hired protection for their journey to Brushwick. They are carrying an urgent cargo of *bite be gone** needed to treat an outbreak of lycanthropy.
3	An aggressive troop of **magmonkeys*** ambushes travelers for their food.
4	An expedition is being put together to find a missing prospector. She was surveying the area in the north and stepped on a loose patch of earth. She fell down a shaft deep into the mountains.
5	Corpses of unfortunate explorers are rising as **zombies** and **skeletons**. The source is a defiled shrine to Fatalia that lies deep in the mountains.
6	A terrified traveler says that a **cebranith*** has been taking control of his companions and forcing them into the boiling pools. He's scared that he'll be next.

Avery Howett

Stout Welcomes You to the Best (and Only) Tavern in Bundariko

BUNDARIKO: SCRAPPY VILLAGE

Bundariko is the smallest settlement in the Bellowing Wilds, threatened by the jungle at all times. A roughly-made palisade with three creaky gates encloses a single road and a handful of buildings that all look ready to collapse at a moment's notice. What Bundariko lacks in population density, it makes up for in tenacity. The smell of sawdust fills the air, and sounds of banging, hammering, sawing, and swearing ring out into the jungle. A small but bustling market springs up in the center of the village most days, patrolled by a group of guards under the distant rule of the Bearon of Rascam, who chase merchants for taxes and keep troublemakers on their toes.

Only around one hundred people live in Bundariko, but it's growing steadily. There are no properties for sale, but anyone wanting to make a life here can ask Mayor Stout for a plot of land to build on. Many new arrivals in Bundariko are people who are down on their luck or were on their way somewhere else and decided to stay rather than risk venturing further through the deadly Wilds. As a relatively lawless place, Bundariko has started to attract loan sharks, dodgy dealers, and sundry rapscallions. There are no dedicated temples or shrines as of yet, though most citizens have small altars in their houses or shops, and a wide range of gods are worshiped here. While it is small now, Bundariko has the potential to become just about anything.

Great place to raise a family of ducks.

HISTORY OF BUNDARIKO

The Bearon of Rascam founded Bundariko as a place to protect his northern trade caravans from the dangers of the jungle. The first residents were the guards who kept watch over the Ancient Bridge to the south. From that small amount of stability, Bundariko has grown quickly and chaotically, surviving despite all dangers. It has attracted a handful of merchants, exiles, and travelers.

LEADER: MAYOR STOUT PINSTON

Though the Bearon is technically in charge, most of Bundariko's day-to-day matters are dealt with by Stout Pinston [he/him]. A charming, rugged old dwarf from a military background, Stout is the owner of the Outta Hand Tavern & Inn and the de facto mayor of Bundariko. All residents know: If you've got a problem with something or someone, go talk to Stout, and he'll help you sort it out. He's been around the Bellowing Wilds long enough to be an invaluable source of advice. He's also a great person to talk to if you're looking for work, as there's always something that needs to be fixed, fought, or found around Bundariko.

THINGS TO SEE AND DO IN BUNDARIKO

The Outta Hand Tavern. The Outta Hand tavern stands proudly in the center of the village, listing slightly and belching smoke from its wonky chimneys. Run by Stout, the Outta Hand may be in the middle of nowhere, but it quickly feels like home to all who pass through. Stout's care for his guests, the charmingly ramshackle surroundings, and the small shrine to Zazryx make the space obviously welcoming.

Alyse Stewart

Here, travelers and locals come together with good ale, warm food, and surprisingly comfortable seats—even if they have been graffitied with a variety of initials, dates, and names like Gorthan or Julian. Stout's famous 'Stout Brew' stout is cheap, delicious, and sets a weary heart right again after a long day of surviving the Wilds.

Dragon's Hoard. Run by two halfling vampire twins, Labouchère [she/her] and Raccabat [they/them], the Dragon's Hoard boasts quick cash loans, no questions asked. They offer "a very reasonable" interest rate of 650% and have "absolutely no affiliation with any dragon, vampire, or the Blood Bank Casino in Rascam." The building is a mishmash of wood and wreckage, painted to look like marble, with an entrance braced with fake pillars. If you need money, all you need to do is decide how much cash you want and sign your name in blood.

650%?!! WHAT A RIP-OFF!! I only charge 500%!"

Rascam Guard Barracks. The most heavily fortified building in the village is a squat stone tower that houses the guards who work at the toll booth on the nearby Ancient Bridge. Rumor has it that most of the guards stationed at Bundariko are here because they annoyed, embarrassed, or insulted one of their superiors in the Bearon's forces. Some guards keep to themselves, dreaming of their glorious return to Rascam someday. Others are trying to make a life for themselves here in Bundariko, helping out Stout where they can.

Tar Pit of Boredom. Just outside Bundariko is a massive pool of dark goop called the Tar Pit of Boredom. It measures 100 feet in diameter and countless feet in depth. Attracting locals and visitors alike, the pit slowly swallows anything that enters it. Arguments in Bundariko are often dealt with by something (or someone) getting tossed into the Tar Pit. Fishing in the Tar Pit with hooks, weighted nets, and long pokey sticks is a popular hobby with the local kids hoping to pull out a worthwhile trinket from the sludge.

It doubles as entertainment and the Bundariko justice system.

TRINKETS FROM THE TAR PIT OF BOREDOM

d10	Trinket
1	A potato.
2	A collection of poorly executed child's art projects in a coarse sack.
3	A wooden lock box containing 4 copper pieces and a candy wrapper.
4	A stained, plush bathrobe embroidered with the logo of the Demon Spa in Brushwick.
5	A leather purse containing a 15 gp voucher for the Book Wyrm in Rascam.
6	A *sticky scroll of pain tax**. A note is scrawled in blood on the back, reading, "I hope you're happy now Barbara."
7	A golden statuette of Gresh missing its head.
8	A burlap sack containing a deed to a house in Rascam and a bloodied dagger.
9	An elephant's skull.
10	A tarnished locket containing a lock of hair with an inscription reading, "My love for you is always."

ALLIES AND RIVALS

Bundariko isn't big enough to be anyone's rival, and most people don't even know it exists. Rascam technically controls Bundariko and would try to squash any attempts the young village might make toward independence. Gresh's tax collectors frequently appear, demanding taxes that the people of Bundariko struggle to pay. This has been causing major problems for some time, as Gresh's goons will give out beatings if they can't take gold.

BUNDARIKO QUEST HOOKS

d8	Quest Hook
1	**Gilded goons*** are shaking down residents for gold, but they haven't got any.
2	Rumor has it that a powerful wand was thrown into the Tar Pit of Boredom during a fight between two mages. The local kids are obsessed with trying to fish it out.
3	There are whispers that some of the new guards are here because of a murder and subsequent cover-up in Rascam.
4	Stout Pinston ran out of a special ingredient for an experimental ale that only grows on **shambling mounds**. A few roam the nearby jungle, and he promises a small abandoned cottage to anyone who brings back two barrels of the ingredient.
5	Eliza [she/her], a human child, has been secretly sneaking out of Bundariko at night to meet her **goblin** friend Wobblette [she/her]. One night Eliza doesn't come back.
6	A friendly shopkeeper went bankrupt after his business collapsed, and now he's on the hook for a 1,000 gp loan that he took out from the Dragon's Hoard.
7	A group of local kids tried to tame a pack of **thistlewolves*** by giving them food. The monsters have now come to Bundariko, hungry for more.
8	A storm has blocked the Ancient Bridge with debris. Until it's cleared, Bundariko can't import or export vital supplies.

CHARACTERS FROM BUNDARIKO

Bundariko hasn't existed for long, so most adults here originally hail from somewhere else. Many residents came here from Rascam or from beyond the Wilds. It's a popular destination for rogues on the run. Bundariko's proximity to the jungle can awaken druidic powers in some. Rangers, barbarians, and anyone who can hold their own in a fight against a monster will always be welcome here.

If your character comes from Bundariko, consider the following questions:

- Why did you make Bundariko your home? Were you sent here by the Bearon of Rascam, by circumstance, or are you here by choice?
- How do you feel about Bundariko? Do you want to help it thrive and grow, or are you itching to leave for somewhere bigger?
- How long have you been in Bundariko? Where were you before you came here?

BUNDARIKO NPCS

d6	NPCs
1	Olenka Yattle [she/her] is a lackadaisical human **guard** captain. She likes being in charge more than she cares about the law. She can usually be found having an ale at the Outta Hand Tavern in the middle of the day.
2	Stevano [he/him] is a jolly dwarf **scout**. He ventures out into the jungle to catch prey. Stevano loves his job.
3	Bina [she/her] is a flamboyant half-orc tailor. She offers sewing services from her small shop but has big ambitions. Bina dreams of making Bundariko into the Bellowing Wilds' fashion capital.
4	Roberto Rattlewrench [he/him] is an exhausted orc builder. The jungle beasts and dangerous weather conditions mean that he's always in business.
5	Samira Settlesol [she/her] is a scatterbrained gnome apothecary (**alchemist dabbler***). She has been here since the village's founding, but she is starting to feel it's time to move on.
6	Lida [she/her], Wallis [he/him], and Jimbo [he/him] are halfling siblings. They are the unofficial leaders of an informal gang of children. They think Bundariko is boring, so they are always looking for new ways to have fun.

THE ANCIENT BRIDGE

Spanning the deep river gorge between Bundariko and Fool's Crossing is one of the jungle's most mysterious structures. This massive bridge is a perfectly flat, solid beam of purple energy. It projects in an unerringly straight line across the deep chasm cut by the Forsaken River.

The bridge is 25 feet wide, 2,000 feet long, and 1 inch thick. It stands 100 feet above the bottom of the gorge, where the rushing river flows. There is nothing along the sides of the bridge to stop you from plunging to your doom, so watch your step! Two huge towers stand on either end of the bridge. Attached to these ancient structures, two much smaller gatehouses have been constructed on the orders of the Bearon of Rascam, each guarded by militia forces stationed in Bundariko.

EXPLORING THE ANCIENT BRIDGE

The Gate. A makeshift toll booth has been erected by the Rascam guards on the south side of the bridge. A massive iron gate has been attached to the ancient tower on this side, blocking off the width of the bridge. The guards can lower or raise the gate from inside the tower using a pulley system. Anyone who refuses to pay will be turned back or thrown into the river below.

The Toll. The toll to cross the bridge is 5 cp on foot or 1 sp per wagon. It is an unofficial punishment to be stationed here rather than in Rascam, so the guards are frequently ill-tempered. Given the bridge's importance for the trade routes to Kylandria in the northeast, it is frequently targeted by bandits seeking to ambush merchants on their way to the bridge or trying to take the bridge for themselves.

The Generators. The towers house the technology that allows the bridge to function. A mechanism transforms the soul energy from a massive purple soul crystal hidden within each tower's peak into the indestructible hard light that forms the bridge. The constant deaths in the surrounding area keep the soul crystals fueled.

WHAT LURKS NEAR THE ANCIENT BRIDGE

The Bearon's **guards** from Rascam usually control the bridge, although roving groups of bandits sometimes take over. The **gilded goons*** are also a common sight near the bridge. Strangest and most concerning of all are the mysterious ancient automatons that cross the bridge on a regular basis, perhaps as part of their long-obsolete programming. These metal and gemstone constructs have the forms of deadly beasts, such as massive dinosaurs or jungle cats.

To learn more about the creators of the bridge and the automatons, see **Part 6**.

ANCIENT BRIDGE ENCOUNTERS

d6	Encounter
1	An **eradicator*** is crossing the bridge. It will chase and try to kill any creature it sees moving.
2	A **shadow walker*** is lying down in the center of the bridge, and travelers are scared to approach it. The guards will waive the toll for anyone who can move the metal cat.
3	An **alchemist dabbler*** needs help sneaking across the bridge with some unstable brews and is willing to pay in potions for a suitable distraction or other help.
4	Frustrated and drunken **guards** are refusing to let anyone cross until they're given another barrel of Stout's Brew from Bundariko.
5	A potato merchant's wagon has partly tipped off the bridge in a high wind. His oxen are bellowing as they are being dragged over the edge by the weight of the wagon.
6	A **doom duck*** is sitting on the bridge, dangling its little webbed feet over the side. Guards and merchants are standing at a distance, waiting for it to leave.

The Ancient Bridge Is One of The Jungle's Most Impressive Structures

Sophia Fesel

FOOL'S CROSSING: PARTY PILE

Centrally located on a major crossroads is the small settlement of Fool's Crossing. Inside its defensive walls, colorful carts and wagons have been piled together to form the town. Weather-darkened fishing nets are strung over the village to defend from aerial attacks from nearby nests of bleeders and other airborne horrors. The nets jangle with bells and baubles from all over the Bellowing Wilds.

During the day, Fool's Crossing is calm and pleasant. The smell of spiced apple pie fills the air. Many of the wagons are also shops, selling things from across the Wilds and beyond. But as dusk falls, the town roars into full party mode. Music blasts from the gathered musicians, and blazing bonfires light up the dark. Food and drink flow freely as the inhabitants celebrate surviving another day in the Bellowing Wilds. More of a glorified pit stop and party plaza than a traditional settlement, Fool's Crossing does have some permanent residents, though most spend a few weeks here before un-piling their wagon and moving on.

HISTORY OF FOOL'S CROSSING

Fool's Crossing was founded only a few years ago by Vern [he/him], a young and cunning fox beastfolk. When his merchant caravan was attacked by a pack of thistlewolves at a crossroads, Vern was the only one who managed to escape. He was left with nothing but his own skin, the limited supplies from the wrecked caravan, and a determination to prevent the same thing from happening to other travelers on the road. Vern cobbled together a wall from the wreckage and strung a sturdy fishing net over the top for protection. Somehow, he survived his first night huddled inside his new home. In the morning, Vern felt a rush of surprise and joy that he was still alive despite the jungle's horrors. He decided to stay put, daring the Wilds to kill him and naming his new home Fool's Crossing.

Over time, Fool's Crossing grew as more caravans chose to stop and join the charismatic young beastfolk. Nicknamed "The Pile," Fool's Crossing quickly became a safe haven. Sensing an opportunity, Vern started charging for the privilege of entering and exiting, guaranteeing a safe night's stay. Rather than hoarding the wealth, he decided to throw massive parties to celebrate another day of survival. Once the parties started, they never stopped. Vern's celebrations and the assortment of settled and traveling merchants continue to draw visitors to Fool's Crossing.

LEADER: VERN

As the founder and chief party planner of Fool's Crossing, Vern remains at the heart of the young town. He is remarkably energetic, helping out however he can. You're as likely to find him settling a dispute between argumentative band members as fixing a wagon wheel. His enthusiasm can get him into difficulties as he impulsively dashes from task to task without fully finishing one before starting the next. His only break to take a moment for himself is his daily chat with Gran, who feeds him pastries and heroic quantities of coffee. While some try to take advantage of Vern because they underestimate the young leader, he always outwits those who dare.

The Velvet Warren Play Fool's Crossing

Alyse Stewart

THINGS TO SEE AND DO IN FOOL'S CROSSING

Entry Fee. Anyone entering Fool's Crossing, even just to pass through, must pay the 5 gp fee at one of the three gates. It costs an additional 5 gp to leave. Despite the high price, most pay up, having heard stories of travelers who decided to camp outside the walls of Fool's Crossing only to meet their doom.

You only gotta pay if you get caught sneaking in or out.

Gran's Bakery. Surrounded by the scent of warm baking, Gran's Bakery is legendary in the jungle. It is one of the few permanent structures in Fool's Crossing, which the human owner, Gran [she/her], has no intention of ever leaving. Rumor has it that even Gresh favors Gran's spiced apple pie and that this helps lower Fool's Crossing taxes. While Gran doesn't care much for adventuring or politics, she treats all her customers—especially the young ones —to hearty helpings of love and pie. Unbeknownst to Gran, the controls for an ancient portal to another world are in her basement.

The Fabulous Floof. The Fabulous Floof is one of the best inns in the jungle, proudly advertising itself as having 95% of surfaces covered in the fluffiest shag carpets. It offers amazing food, incredible drink, top-notch entertainment, the comfiest beds available, and pettable tame and detoxified jungle sheep that are just as fluffy as the carpets. A stay here is pricey at 25 gp per guest, but a night of luxury in the jungle is well worth the price.

Vern's Place. Built from a medley of caravans, carts, and even boats, Vern's Place is stuffed with the best food and drink from all over the jungle—including an exquisite selection of Pyrite's best BBQ. Vern's Place hosts regular themed festivities and costume parties. Getting an invitation to the nightly party from the host is one of the highest honors in the Bellowing Wilds.

The Daily Post. As a main thoroughfare for the jungle, Fool's Crossing hosts a huge board with hundreds of notices pinned all over it, advertising, begging for, and threatening everything you could ever think of - and more. Serving as the main communications hub in the jungle, the Daily Post is the best place to find news, jobs, and items for sale or check if your face is on a wanted poster yet.

Holy Symbols of Abrith, Dabrious, and Nothing

Avery Howett

POSTS ON THE DAILY POST

d8	Notice
1	Tough crew wanted for journey to Brushwick. Can't pay much but free tickets to the Demon Spa will be provided. Must be able to handle jungle sheep.
2	Have you seen this dwarf? Gerda Langquest, last seen in the Blood Bank Casino. Reward for information. Ask for Bruneheart Langquest at Gran's.
3	If whoever stole my box of jewelry gives it back now, there'll be no trouble. If not, I swear to Nothing, I will rain destruction down on this ramshackle pile of wagons, just you QUACKing watch!
4	Lost "dog." Answers to Scruffy. Red eyes, black fur, green scales. 5,000 gp reward for information leading to Scruffy's safe return. If you see him, do not approach.
5	Missed connection – you were the hunky dragonborn grooving by the speakers. I was the cat beastfolk dancing next to you. You can find me at the Fabulous Floof. Please, I really think we had something.
6	Worshipers of [redacted], rejoice! Join our community choir practice every night. Listen for the sound of mournful howls. No singing experience required!
7	Adventurer's Aid Workshop SALE! Buy One, Get One 50% Off! PLUS Take 20% Off ALL Repairs! Don't Miss This Deal!
8	HELP WANTED! My wagon is stuck at the bottom of the pile, and I have to get to an appointment in Rascam in five days. Offering 30 gp to strong hands who can retrieve it.

Adventurer's Aid Workshop. Fool's Crossing makes do without many permanent skilled crafters or artisans, but the little Adventurer's Aid Workshop does what it can to mend and repair adventuring gear where possible. Run by duergar twins, the fun-loving Astrid [she/her] and the bubbly Katja [she/her], the workshop also sells basic supplies. Like most things in Fool's Crossing, their motto is 'function over beauty.'

Necromart and Prayers R Us. Two small wagons of the two major franchises arrived at Fool's Crossing on the same day and set up on either side of the Crossing. They only have a limited selection of goods compared to the bigger franchise stores elsewhere. The Necromart cart is run by Erwin [he/him], a solemn copper dragonborn who loves loud music, and the Prayers R Us stall is run by a chipper half-elf called Josseline [she/her], who has a secret ambition of becoming a rockstar.

Wagons of Worship. The new gods are openly worshipped here, with Nothing, Abrith, and Dabrious aligning with the 'live hard, die fast, party harder' ethos of Fool's Crossing. Their priests rolled up in wagons and stayed. Services are slapdash but welcoming. Unique to Fool's Crossing is the worship of [redacted]. Drinking songs are howled into the night in honor of the shattered god. Shrines to the Anahael—Solis, Stella, Xeros, and Zazyrx—are conspicuously absent, but haphazard dedications and roadside altars to the other gods are scattered throughout the settlement.

ALLIES AND RIVALS

Fool's Crossing's laid-back atmosphere has made the young town a popular spot with people across the Wilds. It wouldn't be much of a party without food and drink, so Fool's Crossing has close ties with Pyrite. Gresh's followers are welcome here and rarely cause trouble; no one wants to be responsible for getting Gresh cut off from Gran's apple pie.

The larger settlements of Rascam and Glenshire are both eying the centrally located Fool's Crossing with envy. It would be profitable for either one to take control of the town and use its profits not for parties but to enrich themselves. So far, both cities have stuck to subtler influences rather than force.

FOOL'S CROSSING QUEST HOOKS

d6	Quest Hook
1	A drunk **mage** wandered out of Fool's Crossing, intent on taming a pack of **thistlewolves*** nearby. The locals have taken bets on the mage's fate and want someone to go discover the outcome.
2	A half-elf called Kapra [she/her] is buying drinks for everyone, saying that she's "here for a good time, not a long time." She has no use for money as she will likely perish in the jungle when she leaves for Rascam in the morning. A shadowy figure approaches the party and begs them to ensure Kapra arrives safely.
3	Gran's Bakery is looking for help delivering pies to a nearby wolf beastfolk camp. The mandatory red cape delivery uniform must be worn at all times.
4	A bard playing a magical keytar is luring partygoers out of the town and into a nearby cave to rob them. Vern wants them captured and their scheme stopped.
5	A group of **acolytes** of Fatalia preaching temperance and restraint have taken up residence in Fool's Crossing. They wake people up early to lecture them about their misdeeds. It's throwing off the vibe. Vern wants them to leave but won't sanction harming them.
6	Vern has run out of barbeque sauce, and he can't disappoint his guests by throwing a party without it. He needs more, whether begged, borrowed, stolen, or homemade.
7	A storm blows Fool's Crossing's protective nets away. 2d4 **swarms of bleeders*** descend on the Crossing.
8	A monster has been spotted inside the town's walls. Every report describes a different shape. Mauled bodies are found each dawn with all their teeth missing. Unbeknownst to the town's people, a **maxilla*** has been hopping from host to host.

CHARACTERS FROM FOOL'S CROSSING

Fool's Crossing is home to people from the Bellowing Wilds and beyond. As long as you like to party, you can find a place for yourself here. Residents of Fool's Crossing tend to face the darkness and danger all around them with dark humor and grim fatalism mixed with joy for life. Bards are welcomed with particular enthusiasm.

If your character comes from Fool's Crossing, consider the following questions:

- Since Fool's Crossing is such a young town, where did you come from before you made your home here?
- Have you let Fool's Crossing shape the way you think about life and death? Do you feel you have something to live for, or are you just enjoying the ride while it lasts?
- Is there any act or performer that has particularly impressed you?

FOOL'S CROSSING NPCS

d8	NPCs
1	Two human party lovers, Edward [he/him] and Jim [he/him], are competing to have the most fun in the whole of Fool's Crossing.
2	Emboss [they/them] is a ruby mohsnian looking for the perfect spot to add their wagon to the pile. They make and sell hats.
3	Rupert [he/him] is a lizard beastfolk who hasn't slept in three days because he doesn't want to miss any partying, and he has a job to do during the day.
4	Trepidus [she/he] is a **drow** who finds parties stressful. Her companions decided it was safest to travel through Fool's Crossing and stay the night. He is unsuccessfully trying to meditate.
5	Skirlock Clemens [he/him] is a gnome bard. He's here to party like no one has ever partied before.
6	Rashida [she/they] is a cat beastfolk and hit it off with a stranger on her first night here. They don't remember the stranger's name and are waiting for someone to reply to the missed connection notice they posted to the Daily Post.
7	Nate [he/him] is a capybara beastfolk. His whole family was recently eaten by thistlewolves. He wanders around Fool's Crossing in a daze giving out flower crowns and reminding everyone that they're all going to die someday.
8	Alex [they/them] is a halfling chef who relocated to Fool's Crossing after their restaurant failed in Pyrite. They hope a raucous village of hungry party people will be a better market.

Glenshire's Treants On the Move

GLENSHIRE: WANDERING TREETOP CITY

The moving city of Glenshire has no set location. Instead, it wanders the Wilds as the city is built among the branches of a herd of towering treants. Dozens of these huge, sentient tree-like creatures move together as one, carrying the city on their backs. Although Glenshire can roam anywhere, it tends to stay close to the southern coast where the sea breezes keep the treants cool.

Dedicated Districts. Large platforms on each treant's crown form distinct districts. Some are crowded with colorful market stalls, and others are filled with housing, schools, or workshops. Glenshire's streets are wide rope and plank bridges that provide a maze of connections through the city that is stable enough to allow carts to rumble from treetop to treetop. The treants and other structures are decorated with intricate carvings. This ornamentation is carried out with druidic magic and does not injure the treants, who pick their carvings as a person might pick tattoos.

Shuffling City. The treants stay together for safety in the jungle but also for the sake of the city they carry. However, being packed so tightly leads to many squabbles between the treants. Districts rarely stay in the same place for long as the treants that carry them get annoyed by their neighbors and move to a new place in the herd. Residents are used to unhitching their streets whenever a treant decides it has had enough and takes up a new spot. While residents might end up with new neighbors every few days, no one's home or workplace spans two platforms. Residents of Glenshire tend to be early risers since they never know how long their commute will be each morning. The only permanent connections are the vertical elevators strung around the lowest platforms to the ground levels on each treant.

Safety in Movement. As a relatively safe city, Glenshire is a popular destination for outsiders to the Bellowing Wilds. The city's ability to move also allows it to exploit trade routes that no other city can, seeking out opportunities as they arise. However, its wandering nature makes it an unreliable trading port for overseas merchants, preventing it from overtaking Rascam in this area.

HISTORY OF GLENSHIRE

Glenshire wasn't always a city in the Bellowing Wilds. It relocated from the northeastern country of Kylandria in protest of the political situation there. Its leader, a master woodworker and druid named Raviaris [she/her], believed that her city would thrive in the jungle as it had been built by working with nature rather than against it.

Glenshire was originally founded after Raviaris came across a herd of treants embroiled in a bitter argument. Raviaris spoke to them, calming the herd and helping them find a compromise that left all the tree-like creatures in a good mood for the first time. Impressed, the treants asked Raviaris to become their shepherd. Raviaris agreed in exchange for being allowed to carve and construct her dream city among their branches. With her tools and druidic powers, she shaped the treants to her design, creating a utopia for druids up in the treetops. As Glenshire prospered, the King of Kylandria became envious of the treetop city. Unwilling to give in to the king's demands, Raviaris instructed the treants to stand up and walk right out of the country, surprising everyone in Kylandria who were unaware that the city could move.

Josiah "Jo" Cameron

After Glenshire arrived in the Bellowing Wilds, it quickly gained a reputation as one of the safest places in the jungle, as the city can run away from threats. Wealthy merchants and masters of various crafts flocked to it, and Glenshire soon bloomed.

LEADER: CHIEF DRUID RAVIARIS

Still young by elf standards, Chief Druid Raviaris continues to shepherd her flock of trees and people. She spends most of her time mediating treant or citizens' arguments and directing the herd away from danger. Raviaris is one of the few elves who is still a follower of the nature goddess Generisa, unlike most elves in Ambria who devote themselves to industry. However, Raviaris approaches her druidic practice with a similar zealous intensity that other elves use to become business moguls. Appearances are very important to Raviaris, and she accepts nothing less than perfection in herself or her city. Always dressed elegantly, she also constantly works to enhance and refine Glenshire's ornate architectural features.

The citizens of Glenshire hold their chief in high regard but know that she has a volatile temper. If anyone or anything harms Glenshire, she will fly into a fiery rage. Chief Druid Raviaris does what she can to keep the treant herd and city happy, although the recent increase in population has stretched her to a breaking point.

THINGS TO SEE AND DO IN GLENSHIRE

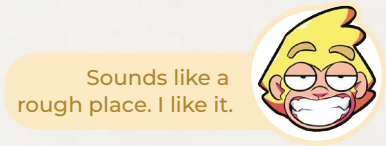
Star Review System. With its increasing popularity, Glenshire has attracted swindlers and fraudsters selling poor-quality goods. This didn't match Raviaris' vision for her perfectly crafted town, so she introduced a new law to curb this problem. Every business is rated by its customers on a 5-star scale. If a merchant's average drops below 4 stars, they are immediately closed down and banned from Glenshire's markets. A single 1-star review triggers an immediate investigation by the local guards. If fraud is found, merchants are expelled from Glenshire. The law is savagely enforced and has led to shopkeepers in Glenshire being very, very concerned about providing good customer service. However, the law has also created major problems. Bribes and fake reviews by agents of competing merchants are common. Workers are exploited in the name of improving reviews. Unsurprisingly, the system has led to a thriving unregulated black market called the Rot.

Borea and Diptero Markets. The two most bustling markets in Glenshire rest on the treants Borea [she/her] and Diptero [he/him]. They are very proud of the districts they carry and constantly compete with each other. These two treants care deeply about the star review system, and both want their market to be considered the absolute best. As a result, you can find an amazing range of goods at both these markets. Mentioning that you are looking for a similar item in the other market while haggling is a good strategy to get the best price.

The Res-Treant. Dubbed "the only restaurant that moves around," the Res-Treant is built upon the body of Kern [she/her], a particularly energetic treant. The restaurant is carefully constructed around her body to provide stunning views. Even when the herd is at rest, Kern likes to move around Glenshire throughout the day, visiting multiple locations as guests arrive and depart. The menu is strictly carnivorous, prepared by master chef Kaye-Anne [they/them], who trained in Pyrite. The Res-Treant is usually booked months in advance and has a perfect 5-star review.

The Rot. Glenshire's black market, The Rot, consists of unregulated merchants operating outside of Glenshire's review system. The Rot pops up across the city in different dark corners a few nights every week. Those in the know will know where to find it thanks to word of mouth. Some merchants in The Rot are honest folks who have been sabotaged through the review system or have had bad luck, but others are out to swindle customers. Despite this, The Rot is popular with residents as you can find things at The Rot that you'd never find in the regular markets.

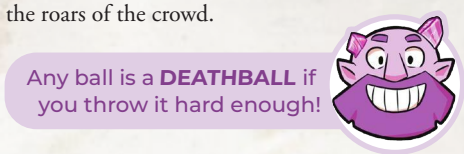
The Rot is overseen by Hogbug [he/him], a bugbear who considers himself the market's benevolent protector, but those who have tangled with him would say he's more like a crime boss. Hogbug takes great interest in anything that might upset the Rot's delicate position in Glenshire and won't hesitate to crush anything that threatens it.



The Perch. Built above the canopy of the tallest treant, Dinizia [he/they], the Perch is an impressive lookout point. A large wooden platform provides an amazing view of the Bellowing Wilds below. Equipped with telescopes to view points of interest, the Perch is a popular tourist destination.

The Briar Horn. When the treants plan to move, longtime inhabitants can recognize the signs in the rustling of leaves and the creaks and groans as the Treants discuss in their own language. However, any major change in direction is also signaled by a blast on the great Briar Horn, a massive brass instrument at the very top of the Perch. A druid is always stationed there to sound these signals.

The Grander Arena. A massive oval arena is built like an enormous nest in the canopy of Bosky [they/them], the widest treant. The Grander Arena was built to be just slightly bigger than Rascam's arena, The Ring. Its steeply tiered seating allows almost the entire population of Glenshire to attend events there. The Grander Arena hosts World Wide Wizard Wrestling League tournaments, deathball matches, and—very occasionally—plays by the Glenshire Amature Dramatics Society. Even Bosky enjoys the excitement of game days, shaking with excitement that causes the entire arena to rumble along with the roars of the crowd.



Tremple's Temples. A treant named Tremple [she/her] carries most of Glenshire's temples and shrines in her branches. She values peace and quiet and therefore refuses to ever move next to Bosky and their rowdy arena. All the major gods are honored here, but the temples dedicated to Solis and Generisa are the largest and most popular.

ALLIES AND RIVALS

Velgari and Glenshire have a good relationship as the Araknights believe that Glenshire is in harmony with nature. Their shared respect for the goddess Generisa helps too.

Glenshire is one of the few settlements that has a good trading relationship with Alchemist's Quarry. The treants wander over to Alchemist's Swamp every few months to pick up shipments of potions.

Glenshire's main rival is Rascam. The residents of Glenshire rarely have a good thing to say about the city, calling it 'Rascal-Scam' or 'Rats-scam.' Visitors from Rascam are welcome as long as they can stand being the butt of a joke. Chief Raviaris dislikes the Bearon of Rascam, considering him tacky–one of the greatest crimes in her eyes. While the two rulers are antagonistic toward each other, they have managed to avoid open warfare, and their cities retain a friendly rivalry, often expressed through sporting events in their respective arenas. Some bards even sing songs of a forbidden romance between the Bearon and Raviaris—though never where either can hear.

GLENSHIRE QUEST HOOKS

d8	Quest Hook
1	A **magmonkey*** has nested in one of the treants and is attacking residents. Raviaris will pay well for the creature to be evicted and double if it's not killed in the process.
2	Two **assassins** attempt to kill Raviaris. They say they were hired by the Bearon but are actually operating independently, hoping to start a war between the two cities so that they can take advantage of the ensuing chaos.
3	Fake reviews have been getting good merchants banished from the town. Banned merchants from The Rot are using magic to disguise themselves and cheat the system in revenge, and tensions are growing.
4	A druid named Taiki [he/him] fell from the Perch while he was overseeing the Briar Horn. A fellow **druid** has accused Raviaris of murdering Taiki to cover up a grave secret.
5	To clamp down on fake reviews, Raviaris announces that proof of purchase or proof of service received is required to leave a rating for Glenshire's merchants. Fraudsters have started creating fake receipts, and merchants who disagree with unfavorable reviews are claiming that the receipts attached to them are invalid.
6	A weapons merchant in The Rot wants to work legitimately in Glenshire. They're looking for help in improving their reputation and are promising a rare *tar maw blade** in return.
7	The **treant** Kern [she/her], who carries the Res-Treant, has been persuaded by a group of tourists to sneak away to the coast for a "holiday." The Chief Druid needs someone to chase Kern down and convince her to return to the herd.
8	A new **treant** named Kapok [he/him] asks to join Glenshire and become part of the city's structure. With its growing population, Glenshire could use the extra space, but Kapok is secretly plotting to destroy Glenshire, even if it means destroying himself in the process.

CHARACTERS FROM GLENSHIRE

As a major city, Glenshire has attracted folk of all kinds. Thanks to Raviaris' leadership, this is one of the few places where elves who still honor their creator deity, Generisa, can find like-minded kin. All citizens of Glenshire are expected to respect nature and work with the treants, not against them.

Druidic magic is practiced widely here, and any young person with a knack for it will be encouraged. Clerics can receive training at one of the many temples. On the shadier side, rogues can always find work in the Rot black market.

If your character comes from Glenshire, consider the following questions:

- How has life among the ever-moving treants shaped your character? Do you have any affinity for natural magic? Is there any place the city has migrated to that particularly impressed you?
- How do you feel about the star rating system? Do you feel oppressed by it, or do you think it's a good system?
- Do you care about Glenshire's rivalry with Rascam? How much civic pride do you have?

GLENSHIRE NPCS

d8	NPCs
1	Sprig [they/them], the youngest **treant**, likes to ask newcomers for tales of the jungle. They are keen to go and explore the world outside the herd.
2	Nixie Namforth [she/her] is a responsible and honest gnome. She trains **apes** to retrieve items dropped by residents of the city to the forest floor.
3	Merriweather Baum [she/her] is a cheerful young half-elf who loves to gossip. She grew up in Glenshire and knows many of the city's secrets.
4	Nitid [they/them] is a quiet mohsnian painter. Their work is inspired by the play of light through leaves.
5	Weaver Finch of Moirai [she/her] is an agreeable acrabatios **weaver veteran***. She is the ambassador from Velgari, permanently stationed in Glenshire, and a friend of Raviaris.
6	Charlotte [she/her] is a sugar glider beastfolk who moved to Glenshire to train to be an acrobat.
7	An elf called Stedman [he/him] is a shady reviewer who accepts bribes from merchants in exchange for reviews. He collects the names of travelers so he can submit more reviews using their names.
8	Xiulan [she/her] is an intense tiefling researcher from Breckart who is here to study the treants' unique movement patterns and the modular city.

Stumpy the Unbreakable Still Rests at the Heart of Granite

GRANITE: CRYSTALLINE COMMUNITY

Deep in the Felsen Mountains lies Granite, the most remote town in the Bellowing Wilds. Hidden away from all except the most determined travelers and merchants, Granite is a settlement built by mohsnians on the site of an ancient research station and mine. The ancient mining camp was already laid out in an efficient, grid-like manner with buildings large enough for mohsnians. Granite is one of the few places where the buildings constructed by the people who lived in the jungle long ago are still standing above ground, and their sharp, angular lines of architecture are on full display here (see **Part 6** for information about the previous residents). The mohsnians, who love artistic expression, have made the place their own with colorful murals and draped silks.

As mohsnians have no need for things like food, water, or even shelter, the town has little in the way of comforts for folk of other kinds. Even the nearby water source, the Boiling River, is too hot and acidic to be of much use to anyone. Despite this, the mohsnians do their best to welcome the few outsiders who make it to Granite. There are no official roads or paths leading to Granite, and you'll need dedication and daring to reach the town.

HISTORY OF GRANITE

When the Kylandrian wizard who constructed the first mohsnian realized he had created sentient life by accident while trying to develop a new form of magical servant, he was stunned. Rather than bind his creations to his will, he encouraged his creation to decide for themselves what they would do in life. For many years, the first mohsnian, who named himself Stumpy, stayed with the wizard, learning what he could about carving and animating other mohsnians. Eventually, Stumpy realized he could not understand what it meant to be a mohsnian while living in a place designed for squishy organic life.

Stumpy and some of his children set out from Kylandria, seeking enlightenment. They wanted a place where they wouldn't be bothered and they could really contemplate what it meant to be a mohsnian. When they found an abandoned mining camp in the Felsen Mountains deep within the Bellowing Wilds, with no sign of the people who had constructed it, they stopped their search. Not wanting any unpleasant surprises, the mohsnians put in a genuine effort to find the original owners but found a wandering Araknight instead. The Araknight told the mohsnians that the former residents were long gone.

The mohsnians moved into the mining camp, naming it Granite. They began to remodel it to suit their needs. They remained in cheerful isolation, only occasionally interacting with the Araknights and weavers of Velgari until other people began settling in the jungle in the past few centuries. Now, young mohsnians who have only ever known life in Granite have started leaving the town to learn more about the other people and places in the Bellowing Wilds and beyond.

Avery Howett

MOHSNIAN CULTURE IN GRANITE

The mohsnians of the Bellowing Wilds have spent the last few centuries developing their own culture. Freed from the expectations of soft humanoids, they have created a way of life that suits their rocky form and their individual interests. Mohsnians live in a supportive communal fashion. Services and items are bartered for or given for free between them, and the strength of their belief in their need for a community of this nature means it's in very bad taste for a mohsnian to expect payment in gold pieces from their fellows. They will barter or trade with merchants and visitors.

Resonance. A key element of mohsnian culture in Granite is the concept of resonance. They believe that each mohsnian can find certain activities or words that make their gemstone shine the brightest. As the wizard who created the mohsnian encouraged them to find their own place in the world, today, the mohsnians of Granite encourage each other to find a path through life that resonates with each individual. Some mohsnians choose to stay in Granite for centuries, while others set off into the world to find their resonance elsewhere. Though mohsnians hold the art of combat in high regard and tend to seek out action and adventure, some mohsnians find their resonance through art and creation. Mohsnians do not judge each other's resonances, only those who lack the courage to seek their own.

Mohsnians and Religion. Mohsnians were created after Generisa's War and the disappearance of the second sun. They claim no god as their patron. While some mohsnians find meaning in religion, with some even discovering that being a cleric or paladin is part of their resonance, most mohsnians do not concern themselves with the gods of Ambria. There are no shrines or temples in Granite, and not even Prayers R Us or Necromart have opened up here yet.

LEADER: HALLMARK

Hallmark [they/them] is the current leader of Granite and one of the oldest mohsnians. They have a very large family of children, grandchildren, and great-grandchildren and treat everyone they meet with grandparental affection. Hallmark even keeps a small supply of edible rock candy to hand out to folks who eat. As they have continued to grow for centuries, their form is very imposing, standing over 12 feet tall. Their face is covered in sharp protrusions that resemble a bushy beard. Despite their affable nature, Hallmark is deeply serious when it comes to protecting Granite. They frequently consult the other elder mohsnians, even those who have grown so large that they have become immobile, joining with the earth as is the fate of all mohsnians in time.

THINGS TO SEE AND DO IN GRANITE

The Ancient Mine. The ancient mine has been reopened by mohsnians, searching for precious gems large enough to become children of their kind. Gems that aren't of high enough quality are bartered for other things the mohsnians want. While technically open to visitors, the mine's tunnels are winding and dangerous, and many unaccompanied travelers don't make it back out.

Wonder Workshop. Inside a hangar near the mine is the Wonder Workshop. Here mohsnians artists work on delicate projects that might be disturbed by bad weather. Each artist is assigned a space appropriate to their needs, and there are even some left empty for visiting craftspeople to work alongside them.

Statue of Stumpy. The mohsnians have not forgotten their progenitor. A huge "statue" of Stumpy the Unbreakable stands in the center of the village. The statue is actually Stumpy themself, who long ago sat down and never got up again. Some mohsnians believe that Stumpy is only resting and will rise again to defend Granite in its hour of need.

Starlight Telescope. The Starlight Telescope is positioned on the highest point in Granite. It was constructed by a sapphire mohsnian named Prism [she/her] from pieces of technology she found around Granite. Prism uses it to examine the night sky. Everyone is welcome to use it freely, and Prism is always happy to share her discoveries.

Light Up Festival. The residents of Granite will find any excuse to throw a celebration, but the biggest one of all is the bi-annual Light Up Festival. Twice a year, at the summer and winter solstice, the sun hits the perfect angle to refract powerful sunlight into Granite, which lights up not only the decorations but also the mohsnian citizens. The festival features many of the favorite games in Granite, such as boulder-golfing, mine cart racing, and sledgehammer-fencing.

This festival is named after a festival from Dingo's and my hometown in real life!

Pack Well. Weary, fleshy travelers on the long journey to Granite may find themselves yearning for hot food, cold drinks, and soft beds. But they won't find any when they arrive. Granite has no inns or taverns. It barely has food and drink, and what it does have are dried, cured, salted, distilled, or otherwise made to last rather than to be appetizing. Although mohsnians are welcoming, their sparse accommodations are often little more than a dry spot in a workshop. Mohsnians themselves just stop wherever they are when they feel the need to rest. Stationary mohsnians can be found "sleeping" all over town. It's considered very rude to bother one.

Cafe Geo. The only restaurant in Granite is run by a yellow quartz mohsnian called Bell [they/them]. They have a burning passion for baking, only matched by their complete lack of skill at it. The cafe serves scorched rock cakes that are more rock than cake.

Some Mohsnian Artisans grow their limbs into tools

Avery Howett

ALLIES AND RIVALS

Granite and Velgari have had close ties since the mohsnians founded their town. As weavers of Araknight silk love to adorn themselves with sparkling jewels and mohsnians love to decorate themselves with gorgeous silks, the two towns engage in lively trade. The Araknights and weavers of Velgari respect the mohsnians' single-mindedness and peaceful attitude, though good-natured debates about the purpose of religion are common between the two peoples.

The mohsnians have little use for the gold they pull out of the mines and happily pay it as taxes to Gresh in exchange for her not bothering them. This arrangement has been stable for some time. Granite is too isolated to have any major rivals, though there are some cagers in Twiniver who are curious whether they could capture a mohsnian or not.

GRANITE QUEST HOOKS

d8	Quest Hook
1	Prism has seen something dark writhing in the night sky through the Starlight Telescope. She fears it is the Nix but would need religious scholars from Velgari or Haibrin to tell her more.
2	A drilling machine built entirely from parts of destroyed automatons suddenly breaks free of its handlers and begins attacking people.
3	A sheet of some unknown clear substance has been found in a mine shaft. When light is directed through it, a picture appears. It shows a map of the Bellowing Wilds with five points of light in a rough pentagram formation.
4	Bandits have been waylaying mohsnians carrying gold to Hero's Ascent. Hallmark wants the situation resolved before Gresh gets angry at the town for failing to pay their taxes.
5	Mohsnian miners broke into a section of the underground inhabited by **goblins**. Now the goblins have started sabotaging mining equipment, hoping to drive off what they see as invading "abovegrounders."
6	The statue of Stumpy has disappeared from the central square. Did someone steal it? Did they reawaken and wander off? The community is desperate for answers.
7	All the mohsnians working in the Wonder Workshop stopped to rest days ago, and they haven't awoken. The other mohsnians are calling it the stilling sickness, and they are desperate to uncover the cause.
8	A **hooded reaper*** has entered the mine and is attacking anyone who ventures down into the tunnels.

CHARACTERS FROM GRANITE

Granite does its best to welcome visitors, but the lack of food and facilities for those who need those sorts of things means that almost all the permanent residents are mohsnians.

Since mohsnians value martial prowess and feats of strength, many take up arms as barbarians, fighters, and rangers. Others tap into their natural magic to become sorcerers or druids. While these are the most common paths for mohsnians, their dedication to finding what resonates with themselves means that you'll find mohsnians pursuing all professions.

If your character comes from Granite, consider the following questions:

- If you are a mohsnian, were you created in Granite, or did you move here from another place?
- Have you spent much time outside of Granite and met many organic lifeforms? How do you feel about non-mohsnians?
- Why are you leaving Granite? Are you searching for a new place to call home, or are you planning on returning?
- Craft is highly valued in Granite. Do you have a craft that you resonate with or want to learn?

GRANITE NPCS

d8	NPCs
1	An excited new mohsnian parent showing off their 6-foot tall baby, who only recently came to life.
2	Hoaxer [they/them] is an emerald mohsnian obsessed with *charged power crystals** and is willing to pay large sums of gold for new pieces for their collection. Their house is completely covered in power crystals.
3	Hoodwink [they/them], a ruby mohsnian, is haggling for silk scarves with Soto [he/him], a sicario weaver trader from Velgari.
4	Ponder [they/them] is an ancient diamond mohsnian who has grown so large he rarely moves from his resting spot near the Wonder Workshop. He speaks very slowly and loves to tell tales of the old days when Granite was newly established.
5	An emerald mohsnian named Gilded [he/they] is working on an art piece and needs an unusual component—hair. He's willing to pay in gems and gold for locks of the stuff.
6	Chonk [it/its] is a sapphire mohsnian. It is planning its first trip outside Granite and wants travel advice.
7	An amethyst mohsnian called Swarf [they/them] has been experimenting with pigmented dyes. They will trade gems for plants and shells from all over Ambria.
8	Ice Bear [she/her] is an opal mohsnian who is fascinated with the concept of food. She loves feeding visitors, but her dishes are mostly inedible.

So you might think I'm from Granite. Funny story. I'm not actually a mohsnian but kinda just had an "incident" with some crystal dust, and now I'm a half-mohsnian.

By "incident" do you mean snorting a bunch of crystal dust, my dude?

Haibrin,
Haisea's Haven

HAIBRIN: SEASIDE PARISH

Built from iridescent shells, bright coral, and warm sandstone, the coastal village of Haibrin is one of the most scenic parts of the Bellowing Wilds. Here the ocean water is crystal clear, the air smells of fresh ocean breezes, and miles of coral reefs glimmer like treasure beneath the gentle waves. Haibrin is built on an archipelago of small islands connected by bridges and walkways. Ornately decorated wooden bridges connect Haibrin's islands to each other and to the mainland.

Doing Good Deeds Daily. Haibrin is named for the sea god Haisea, who also gave his name to the ocean the village stands on the shore of. Many folks here are very religious, and the gods Kaisea, Solis, Xeros, and Zazryx are honored all over the village in small shrines. However, these are overshadowed by the dozens of huge sand sculptures of the mighty sea god Haisea flexing his divinely buff muscles. Many residents are also over the top with their devotion to Haisea, particularly in ostentatiously performing good deeds for others. While this is mostly an honest form of worship, some people can get a little competitive, trying to 'out-good-deed' their neighbors.

Ocean Paradise. Protected by both the natural formation of the cove and the god Haisea, Haibrin is a lively village. Many founders were beastfolk, and today Haibrin is still home to many of their descendants. Unlike other parts of Ambria, the beastfolk splicing ritual is not expressly outlawed in the Bellowing Wilds, largely due to Gresh's indifference. Rumors of a warlock in Haibrin willing to perform the ritual have spread, drawing those who seek to become beastfolk to the seaside. New arrivals are treated well by locals and are often offered shelter with established families until they build a home of their own.

HISTORY OF HAIBRIN

Years ago, a crew of beastfolk searching for a new home was sailing across the dangerous waters of the Haisea Ocean. A terrible storm descended upon them. In what they believed to be their final moments, they prayed to the god Haisea for deliverance from his wrath. With a terrible crack, their ship sank, and they were all swept away into darkness. When the crew awoke on the warm sands of the southern coast of the Bellowing Wilds, they were miraculously unharmed. The crew took it as a sign—the god Haisea had heard their prayer and brought them to this paradise. They settled, hoping that the sea god would continue to bless them with good fortune.

Haibrin has flourished thanks to the Haisea Ocean providing food and the coastline giving shelter from storms and floods. As more people establish themselves in the Bellowing Wilds, Haibrin has gained a reputation as one of the safer places in the Wilds.

LEADER: BISHOP CHARLIE

Charlie [they/them] is an orangutan beastfolk. As the Bishop of the Temple of Haisea, Charlie takes after their god in several ways. Like Haisea, Charlie maintains an impressive physique, though it is usually hidden under the modest robes they wear. Though usually easygoing, their temper can flare into a tempestuous rage.

Charlie can trace their ancestry back to some of the first settlers of Haibrin, a fact they are very proud of. Their greatest concern is that the village properly honors Haisea and retains the god's protection. Anyone who disrespects Haisea in Charlie's presence learns that under their soft-spoken exterior lies someone who should not be crossed.

Richard Nguyen

THE FREEHAND LEAGUE

The folk of Haibrin, most of them beastfolk, were optimistic about Quinn-Ora assuming leadership of Alchemist's Quarry until news of the Splicer warlock's abuse of the beastfolk splicing ritual reached them. Haibrin residents could not stand by while Quinn-Ora used unwilling participants to create beastfolk she could control. Angry, they banded together as the Freehand League and charged themselves with preventing the exploitation of the beastfolk ritual and supporting victims of its misuse.

Beastfolk who escaped Quinn-Ora's control and their descendants make up a large part of the League's membership. Some non-beastfolk members of the League were the companions of adventurers who were captured and transformed by Quinn-Ora. Whether looking for revenge or simply acting out of principle, Freehand League agents tend to be impassioned and dedicated.

Mr. Maurice. The League is led by a short, fluffy guinea pig beastfolk named Maurice [he/him]. He is extremely shortsighted and wears round, golden spectacles, which he frequently pushes back up his nose. Maurice was raised in Haibrin, where he also fell in love with and married a human alchemist named Roy [he/him]. While the two were visiting Alchemist's Quarry looking for rare ingredients, Roy was abducted by Quinn-Ora and changed into a bear beastfolk. He emerged from the twisted ritual with no recollection of his life with Maurice. While Maurice managed to escape Alchemist's Quarry, he was unable to rescue his husband. Maurice founded the Freehand League and has been working tirelessly to destroy Quinn-Ora ever since. Though neither strong nor sneaky, Maurice is filled with fiery determination.

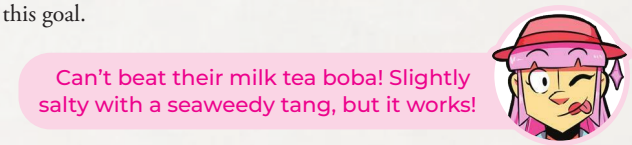
THINGS TO SEE AND DO IN HAIBRIN

Haisea Ocean. Unlike the sea god it is named after, the Haisea Ocean is pleasant and calm most days. Residents of Haibrin enjoy swimming in the crystal clear and pleasantly warm waters year-round. Coral reefs that stand just off the shore thrive with colorful fish and sea turtles. Even dragon turtles are sometimes seen off the coast. The people of Haibrin view the dragon turtles as a sign of Haisea's favor and throw a festival whenever one is spotted. Blessed with natural beauty, mild weather, and plentiful trawls, Haibrin is the primary exporter of fish in the Bellowing Wilds.

Haisea's Holy Symbol

Haibrin Docks. While it takes a knowledgeable pilot to steer their way through the archipelago's sandbanks and razor sharp-reefs, plenty of ships dock here. The docks take up an entire island and bustle with activity day and night. A wide, flat bridge leads to the largest island of Haibrin to allow goods to be offloaded swiftly.

Bubble & Tea. Just under the main pier of the Haibrin docks lies Bubble & Tea, a quaint spot to relax and enjoy a hot or cold beverage. A powerful spell maintains an air bubble around the cafe, which is wholly underwater. It can be reached either by diving or paying a small fee for a bubble elevator that keeps patrons dry while traveling up and down. There is a dedicated flooded portion of the cafe, specializing in serving merfolk and other underwater creatures. Bubble & Tea is owned by Peijung [he/him], a sea otter beastfolk. Peijung is keen on fostering cultural exchange between the people of the land and sea, and he chose to become a beastfolk to better pursue this goal.

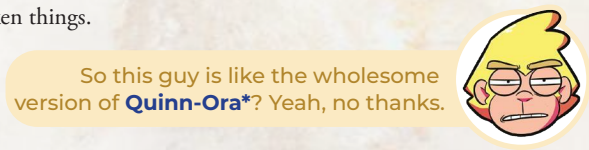


Haibrin Fish Market. A sprawling market spanning several islands, the Haibrin Fish Market has a myriad of aquatic wonders for sale. Many merchants sit astride tame giant crabs, with magical bubbles of water on their backs that contain the day's catch–alive and swimming. The giant crabs' giant pincers make good deterrents for would-be thieves.

Freehand League Headquarters. A giant sandcastle stands tall and proud on one of the central islands. Protected by Haisea, no wind, rain, or wave washes the structure away. It is the headquarters for the Freehand League and stands in sandy splendor toward the edge of town.

Siren's Plunder. Each month when both moons are full, an elderly tiefling named Captain Mora Mossbeard [she/her] docks her ship, Siren's Plunder, at Haibrin. She sells a dazzling assortment of trinkets, fishing gear, and magic items, most of which she salvages from the ocean (or obtains by other adventurous means.) Captain Mossbeard's arrival in town is always met with excitement. When she's not selling her wares, she's telling tales of her adventures to rapt crowds of young beastfolk.

Euler-Roo's Hut of Transformation. Euler-Roo [he/him] is an elderly half-elf Splicer warlock who offers the beastfolk ritual to those who want it. He believes that the Splicer's perfection can be reached through making many mistakes and learning from them. He has fully embraced the beachy life of Haibrin and lives in a ramshackle hut near the shore. He always wears a striped bathing suit that goes down to his knees. His beard is made from seaweed, a result of one of his "happy" splicing mistakes. Despite Euler-Roo's eccentricities, he is well-liked in Haibrin, and he is responsible for the willing transformation of many of the town's beastfolk residents. His version of the beastfolk ritual leaves people with the memories of their former lives, and he will only perform it if he believes a person truly wishes to be transformed. He doesn't accept money in exchange for his services but will barter for beautiful and broken things.



Avery Howett

ALLIES AND RIVALS

Haibrin pays its tithe to Gresh on time, so they are largely unbothered by the dragon and her forces. It trades heavily with Pyrite, supplying the culinary-focused town with fresh fish.

Haibrin has a complicated relationship with Alchemist's Quarry. It is hostile toward Quinn-Ora as the leader but mostly welcoming to any beastfolk who manage to escape. However, some in Haibrin are afraid that their home could fall under Quinn-Ora's rule, leading to the mistrust of refugees, particularly among Haibrin's established families.

Many pious people in haibrin are suspicious of Brushwick because of its demonic activities. However, some are willing to overlook the religious differences between the two towns and visit to enjoy the hot springs.

HAIBRIN QUEST HOOKS

d8	Quest Hook
1	Nasrin [she/her], a pirana beastfolk salt merchant, is looking for travelers to hand out samples all over the Wilds.
2	Bellina [she/her], a halfling child, has been washed out to sea while playing on the beach. She is waving and shouting for help as the fins of **sharkhounds*** appear around her.
3	Rumor has it that if you sail all the way to the edge of Haibrin on a moonlit night and look back, you can see Haisea's divine familiar, the massive two-headed sharkhound Girivor, watching over the town.
4	A dwarf **gold shaper*** named Lem [he/him] arrives in town and begs for sanctuary. A squad of **gilded goons*** is hot on his trail and wants to drag him back to Hero's Ascent.
5	A half-elf called Zil [he/they] is trying to set up the first shrine to Dabrius in Haibrin. Many pious people in Alchemist's Quarry are offended by this, while other locals think that Haibrin should honor all the gods. Tensions are rising.
6	A pirate ship and their pack of **sharkhounds*** are raiding boats leaving the protection of Haibrin.
7	Euler-Roo, the eccentric **warlock of the Splicer*** and fixture of Haibrin, has vanished. There are signs of a struggle and a severed tentacle in his beach hut.
8	The sea has suddenly receded from around Haibrin, leaving boats stranded and dead fish everywhere. Locals fear that Haisea has forsaken them.

CHARACTERS FROM HAIBRIN

Haibrin has a large number of beastfolk citizens, mostly descendants of the original founders, but also some new beastfolk who chose to be transformed by the warlock Euler-Roo. The rest of the population is made up of largely half-elves, gnomes, halflings, dwarves, orcs, and a few humans.

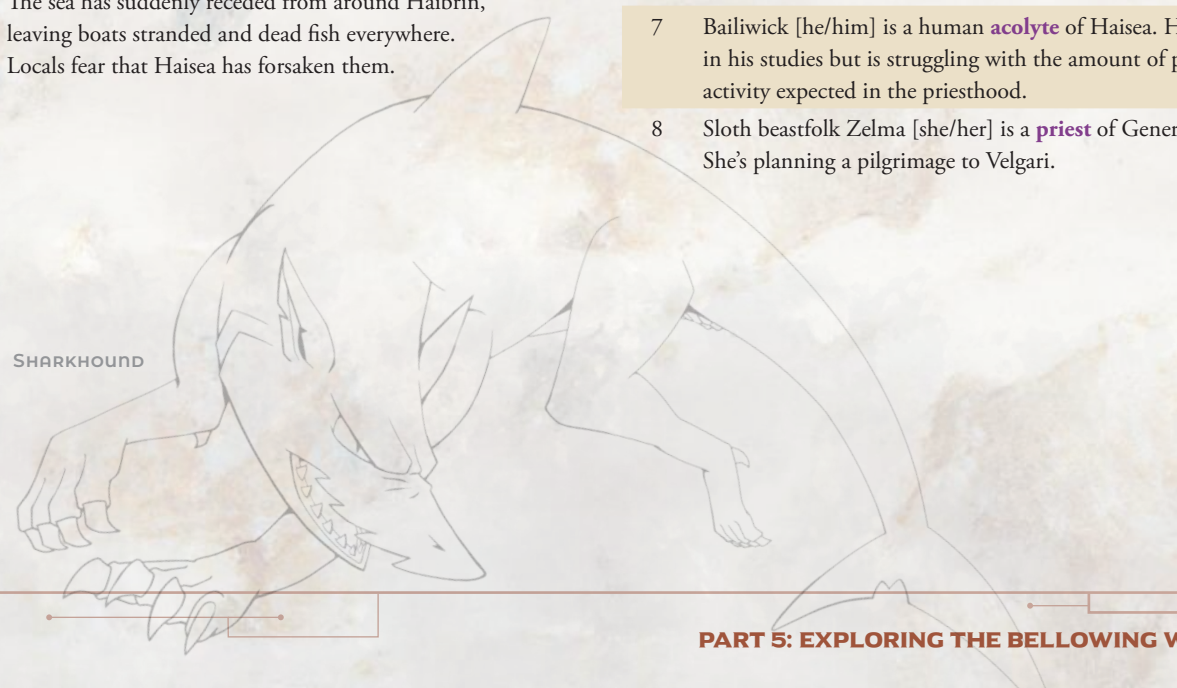
The town's dedication to the gods means that anyone with an inclination toward becoming a cleric or paladin is encouraged to follow that path. Druids and sorcerers who feel a connection to the sea also thrive here. The Freehand League provides infiltration training for rogues and tactical training for fighters.

If your character comes from Haibrin, consider the following questions:

- Are you a member of the Freehand League? Do you support their cause?
- Religion permeates life in Haibrin. Are you religious? Do you feel a special connection to any of the gods?
- Life in Haibrin is relatively safe. How do you feel about venturing into other, more dangerous parts of the Bellowing Wilds?

HAIBRIN NPCS

d8	NPCs
1	Alf [he/they], a **lizardfolk** trader, has arrived with wares from Kylandria.
2	Julie [she/her], a seal **beastfolk warrior***, trains with her swords on the beach each morning at dawn.
3	A half-orc called Gunchy [they/them] is offering passersby free salted fish as their daily good deed in honor of Haisea.
4	Human Laurie [she/her] and halfling Dorrie [she/her] are neighbors whose good deed rivalry has escalated to the point of absurdity. If anyone appears to be struggling with even the most mundane task, one of them will surely appear and offer to help.
5	Melrose [she/her] is a half-elf **priest**. She is currently organizing a team to complete a relay race with her to honor Haisea. She is enthusiastic, boisterous, and uses a wheelchair.
6	Sandy [she/they] is an inquisitive squirrel beastfolk. Her current goal is to learn the spell that powers Bubble & Tea's air bubble.
7	Bailiwick [he/him] is a human **acolyte** of Haisea. He excels in his studies but is struggling with the amount of physical activity expected in the priesthood.
8	Sloth beastfolk Zelma [she/her] is a **priest** of Generisa. She's planning a pilgrimage to Velgari.



SHARKHOUND

Avery Howett

HERO'S ASCENT: DRACONIC DOMAIN

At the foot of the tallest volcano in the Felsen Mountains is a trench filled with sun-bleached bones. Crossing the single bridge over this grisly obstacle and climbing up the single gritty, ash-streaked road takes you to the town of Hero's Ascent. The buildings here are built directly into the mountainside. The main street runs along a wide plateau, but other homes and stores are built on narrow ledges that can only be reached by ladders and ropes.

Dragon Town. The dragon Gresh's influence is obvious all over Hero's Ascent. Buildings are gilded or painted green. Everywhere there are golden statues of the ruling dragon. Suits of charred armor are set up like morbid scarecrows. The golden edges of the rooftops curl up into fantastic dragon heads so that it feels like you are being watched by dozens of Greshes wherever you go. Even narrow roads are painted gold, though often covered with ash from the volcano above.

The people of Hero's Ascent are cheerful and entirely unconcerned about living in the shadow of a dragon's palace. Full of laughter and song, the smell of delicious food (with an ever-present whiff of burnt hair and volcanic gas), Hero's Ascent thrives, all thanks to the "magnificent" Gresh.

Adventurers Welcome. Adventurers who visit Hero's Ascent seeking to slay the green dragon are met by groups of joyous children in dragon masks who cheer and clap. The rest of the townspeople are just as welcoming, insisting on feeding and housing adventurers and telling them stories of previous attempts to slay Gresh. On the side, the villagers start making bets on the number of limbs the heroes will lose and how quickly Gresh will kill them.

HISTORY OF HERO'S ASCENT

In Ambria, dragons attract followers, even lesser dragons like Gresh. As Gresh spread the news of her claim over the Bellowing Wilds, supplicants moved close to the Felsen Mountain peak, where she made her lair, hoping to find favor and protection. Gresh did them the favor of not eating them in exchange for them loving her unconditionally. She commanded her new lackeys to build a settlement, Hero's Ascent, which she promised not to destroy—unless they gave her a really, really good reason.

When a group of independent miners struck gold nearby, Gresh ordered her followers to the mine to "persuade" the miners to work for her. When the mine dried up, Gresh relocated mining efforts to other parts of the Felsen Mountains and maintained Hero's Ascent as the base for her military and tax collecting operations.

TRUE LEADER: GRESH

Dragons have long considered the Bellowing Wilds undesirable territory. Gresh, an inexperienced but cruel green dragon, claimed the region without competition. Other dragons consider Gresh insignificant, snidely referring to her as "the queen of plants and beasts."

Ah yes, I love how the Bellowing Wilds is the cheap bargain bin of the world.

Golden Ambitions. Gresh is obsessed with amassing a gigantic hoard of gold, taxing the inhabitants of the Bellowing Wilds heavily. In the past, Gresh has rained destruction down on towns that dared oppose her. Now most settlements pay their taxes on time, hoping to avoid violence. Some people whisper that Gresh's obsession with gold is rooted in her loathing of her own draconic nature, pointing to the golden armor she wears as proof that Gresh is ashamed to be a green dragon and that she yearns to become a gold dragon.

DEPUTY LEADER: GERMAIN GILDSTRIKE

The mayor of Hero's Ascent, who serves entirely at Gresh's pleasure, is a young gold dragonborn named Germain Gildstrike [he/him]. He has only been in Gresh's service for a few years but serves her with fawning devotion. Through his loyal service to Gresh, he hopes to one day rule a whole kingdom in her name, not just a town. Germain rules with a gilded fist, knowing the punishment for failure is execution.

Germain is an insufferable snitch and suck-up. Gresh keeps Germain around to stay informed of the happenings of Hero's Ascent. Germain relishes his position of power and loves yelling demands at the townsfolk with his shrill voice. Though few people in town truly like Germain, they do respect him as Gresh's representative.

Germain is probably the only one greedier than Gresh. Despite his devotion to the dragon, his hunger for gold is insatiable, and he never turns down a good bribe. Germain loves gambling. He set up the Hero's Betting Pool, in which the town bets on the demise of heroes challenging Gresh, and he's always the first to place a bet in favor of the dragon. He has lost and gained many fortunes this way and at the gambling tables of the Blood Bank Casino in Rascam.

GRESH'S FOLLOWERS

Gresh's followers mostly reside in Hero's Ascent and believe that one day she will become the most powerful dragon in Ambria. They support her with their undying loyalty so that when she rises to her full power, they can benefit from her glorious rule.

Playing Favorites. Gresh enjoys watching her minions vie for her favor. Her current favorite is Mek'Sass, a lizardfolk from the now-ruined town of Lei'Sha, that was transformed by twisted Splicer magic into a powerful many-armed monstrosity. As Gresh's head tax collector, Mek'Sass is an expert at squeezing every last drop of gold out of people.

Gilded Goons. The military wing of Gresh's fanatics is called the Gilded Goons. They wear distinctive golden cloaks called the *garb of Gresh**, which are fastened with a golden pin in the shape of Gresh's head. In recent years, Gresh has stayed mostly in her volcanic lair, preferring to let these goons collect her taxes for her. They are headquartered in Hero's Ascent but can also be found across the Bellowing Wilds, most often being major QUACKholes.

GOLD SHAPERS

Gold shapers are rare people with an innate magical talent for manipulating gold. They typically use this skill to craft golden works of art and exquisite jewelry. While they can be found across Ambria, Hero's Ascent has the largest population of gold shapers thanks to Gresh's love of gold.

The dragon has sought out dozens of gold shapers, drawing them to Hero's Ascent with promises of honor and wealth or kidnapping if they refuse her offer. Gresh's promises aren't empty; in Hero's Ascent, gold shapers are given everything they could possibly want or need as long as they shape gold for her. These skilled craftsfolk are responsible for the golden sculptures around town and helped create Gresh's golden armor. There are also rumors that Gresh has the most highly trusted of her gold shapers working on a secret project involving a huge quantity of gold, the volcano, and Gresh herself.

Once a gold shaper arrives in Hero's Ascent, Gresh does not allow them to leave. Some gold shapers are happy with their situation and enjoy their elite status. Others, particularly ones who have been abducted, desperately want to escape.

THINGS TO SEE AND DO IN HERO'S ASCENT

Golden Duck Restaurant. Featuring an ornamental duck pond in the middle of the dining room, filled with completely normal ducks, the Golden Duck Restaurant serves some of the most delicious gourmet meals in the Bellowing Wilds. Although popular with the locals, many visitors are terrified to dine at the restaurant on the off chance one of the sweet, innocent little ducks might be a doom duck. The owner of the Golden Duck is Chef Meklit [she/her], a half-elf who originally came from Kylandria but was drawn to the jungle in search of new ingredients. Her dream is to someday serve a banquet to Gresh herself.

This place has 28 fewer ducks since I visited there last.

The Dragon Slayer Forge. The Dragon Slayer Forge is the ultimate source of the best quality weapons and armor in the Wilds. The Forge has hundreds of weapons hanging from the ceiling that jingle like murderous windchimes when the volcano rumbles and belches. Renowned heroes and nobility throughout Ambria often commission gear from the Forge, though usually through the mail rather than risking a visit to Hero's Ascent. Gresh's followers get a significant discount.

Pangthorn's Puppets and Plushies. This small store on the main street of Hero's Ascent sells cuddly toys. Half the store is filled with Gresh plushies. The rest are cute but creepy dolls made in the image of the various adventurers the dragon has killed. Pangthorn [he/him], an upbeat howler monkey beastfolk, starts making new adventurer dolls as soon as Gresh's latest challengers appear in town.

I feel like there are so many red flags here...

Laura Neal & Justin Chan

Gresh's Palace. A gold brick road leads up the mountain to the Hall of Dragonfire, a huge courtyard with free-standing pillars, all covered in gold. Technically the hall should be called the Courtyard of Dragonfire, but Gresh thought a hall sounded more impressive. The courtyard is cut into the side of the volcano that looms over Hero's Ascent. Statues of golden dragons adorn the space, making an intimidating audience for those who wish to speak with Gresh. The wide flat platform serves as a runway for Gresh to take off and land.

Gresh is evil beyond measure, but her taste in décor takes it to a new level.

Fool's Descent and the Bone Trove. As the bodies of would-be dragon slayers piled up in Hero's Ascent, the locals found a way to handle the growing and smelly problem: they dug a wide pit in the foothills of the mountain and installed a golden slide that splits into many smaller slides leading down the slopes of the volcano from Gresh's lair. What was once a headache was now entertainment. A scoring system was instituted: points are awarded based on the number of limbs lost, which branch of the slides the body goes down, and the final crunch the corpse makes when it hits the bottom. Now when Gresh slays heroes, the locals rush to watch the bodies woosh down these slides—the Fool's Descent—to their final resting place in the pit known as the Bone Trove. Being chosen to drop a corpse down the slides earns residents bragging rights, particularly if they get a score that earns them a spot on the leaderboard. Well-fed vultures pick the bodies clean, and unscrupulous scavengers venture into the huge pit of bones, hoping to strip the dead of any magic items, weapons, or armor.

Gresh's Volcano. Nobody knows exactly what goes on inside the volcano of the merciless green dragon, except for her most loyal followers. What is known is that Gresh's mass of gold is stored inside a cave within the volcano, accessible from the Hall of Dragonfire. Only Gresh's most trusted minions are allowed inside this inner sanctum where Gresh keeps her hoard. There are rumors that even deeper inside the volcano, at its very heart, Gresh has gold shapers working on a secret project.

ALLIES AND RIVALS

Any towns that pay their taxes on time are considered at least neutral allies of Hero's Ascent, though even these relationships are typically tense. Hero's Ascent and its Gilded Goons are aggressive toward any town that dares withhold a golden tribute to Gresh.

Pyrite and Fool's Crossing both have a mostly positive relationship with Hero's Ascent, thanks to the influence of food. Pyrite provides most of Hero's Ascent with food, and Fool's Crossing supplies Gresh with Gran's spiced apple pie, a delicacy so delicious she waives the town's taxes in exchange for it.

Gresh's defeat by the cryodons of Breckart has left tensions high between the two settlements. However, rather than being treated with suspicion, cryodon guide rangers from Breckart are greeted by the townsfolk with extra enthusiasm as they know that Gresh is going to make a spectacular display of destroying them.

HERO'S ASCENT QUEST HOOKS

d8	Quest Hook
1	One of the ducks in the Golden Duck is acting strangely, eyeing up the patrons and lurking in dark corners. Even the locals are starting to get uneasy around it.
2	A visiting **cager*** accidentally dropped one of their *cager boxes** down the Fool's Descent slides. They're willing to pay anyone who'll dive into the Bone Trove to retrieve the box as it contains their favorite **sharkhound***, Finneas.
3	Hanmar [she/her], an ambitious elf **gilded goon***, is planning to assassinate **Mek'Sass*** so she can replace her but knows it will be hard to take out the tax collector alone.
4	The **skeletons** of defeated adventurers are being raised by a necromancer (**mage**) trying to prove his worth to Gresh. Germain Gildstrike wants it handled quickly and quietly. It's disrespectful to Gresh to have her kills dancing around.
5	Honor [she/her], a tiefling blacksmith, is secretly being controlled by a **cebranith*** called Pozu [he/him]. Pozu is ruining Honor's life day by day, and her wife asks the party to investigate Honor's strange behavior.
6	Bauru [he/him], a dwarf baker from Pyrite, has come to retrieve the body of his son, Hoagie [he/him], a hero slain by Gresh, from the Bone Trove. Bauru is completely at a loss for how to start the search.
7	Financiera [she/her] is a halfling **gold shaper*** who wants to escape her gilded imprisonment. She has a plan to fake her own death but needs someone to move her body out of town.
8	Someone defaced the golden statues in the Hall of Dragonfire, painting red crosses over their eyes, putting **Gresh*** in an exceptionally foul mood. She demands that the culprit be found so she can destroy them and threatens to go on a rampage if it is not done quickly.

CHARACTERS FROM HERO'S ASCENT

As long as they're willing to worship Gresh, all people are welcome to make Hero's Ascent their home. Gold shapers (see **Character Creation: Backgrounds**) are more common here than elsewhere in Ambria, though they are still rare. Craftspeople of all kinds are encouraged to settle in Hero's Ascent. Combat training is required for anyone wanting to become one of the Gilded Goons, giving a head start to fighters, paladins, and rangers. The shadier side of Hero's Ascent also gives rogues plenty of chances to hone their skills.

If your character comes from Hero's Ascent, consider the following questions:

- How do you feel about Gresh? Do you see her as a leader and protector or as a monster and tyrant?
- What is your relationship with gold? Did you grow up with a little or a lot? Is it something you desire, or are you bored by it? Are you a gold shaper, either openly or secretly?
- How do you feel about the rest of the Bellowing Wilds? Do you think Gresh's rule should be respected? How do you feel about people who don't respect it?

HERO'S ASCENT NPCS

d8	NPCs
1	Balthazaar [he/him] is a half-elf **gilded goon*** who is new to the job. He's keen to make a good impression on his superiors.
2	Illandria [she/her] is a tall half-orc **gold shaper*** who specializes in creating lifelike statues. She uses a golden cane she created herself.
3	Skillet [she/her], Gibbet [he/him], and Bo [she/her] are kids who like to pick the pockets of adventurers to claim "trophies" before the heroes head to their inevitable grisly deaths in Gresh's Palace.
4	Rickrack [they/them] is a **kobold** who sells handmade buttons with Gresh's face on them.
5	A silver dragonborn and frontrunner on the Fool's Descent leaderboard, Lomo [they/them], is celebrating their latest high-scoring run.
6	Ruru [she/her] is a **weaver veteran*** here on a diplomatic mission from Velgari. She views the excesses of Hero's Ascent with disdain but remains neutral.
7	Ghregg [he/him], a halfling, wants to know everything about visiting heroes, including any details about wills, life insurance policies, living relatives, potential children… just normal stuff.
8	A party of adventurers is here to (maybe) slay Gresh. Mourning-Star [she/her], an elf **assassin,** and Cricket [they/them], a gnome **druid**, are trying to convince their companion Booster [he/him], an enthusiastic dragonborn **knight**, that they should all leave.

FELSEN MOUNTAINS

The Felsen Mountains stretch for miles, rising out of the southwest of the Bellowing Wilds in jagged peaks. Only the hardiest travelers set foot in these mountains due to the rough terrain, which is all but impossible to traverse except on the few roads carved into the rock. The air is dry and sharp, heated further by the active volcano that lies at the heart of the mountains. A simple stumble can be deadly, and the paths are winding, steep, and prone to disappearing under avalanches. Aside from particularly robust plants, there is almost no vegetation here. Hero's Ascent, the stronghold of the green dragon Gresh, is perched among the Felsen Mountains. While she claims the whole of the Bellowing Wilds as her territory, her influence can be seen most clearly here, and you might even spot Gresh flying in the skies above.

Few come to the Felsen Mountains for anything but fame and fortune. For those wanting to take on a dragon, a reliable road leads to Hero's Ascent. Those in the know can strike further north through treacherous mountain paths towards the mohsnian town of Granite.

EXPLORING THE FELSEN MOUNTAINS

Felsen False Paths. Many roads in the Felsen mountains end suddenly after turning a sharp bend, guiding hapless merchants, travelers, and creatures to their doom. Some paths lead to bandits waiting in ambush, others to unstable cliffs or lava flows.

Gleaming Mines. Gresh based herself in the Felsen Mountains as they house the largest known gold deposits in the Bellowing Wilds. Loyal minions tirelessly extract the precious ore from dozens of Gresh's heavily guarded mountain mines. The dark mine tunnels are occupied by dangerous creatures and are prone to frequent cave-ins due to local volcanic activity. Anyone caught stealing "Gresh's gold" will answer to her. Entrances to the mines are often marked by the skulls of those caught trying to take gold for themselves.

Ash and Darkness. Darkness seems to fall quicker here than anywhere else in the Bellowing Wilds due to the smoky haze from the volcano. Rain often falls at night, black and greasy with volcanic ash, leaving everything covered in a layer of gray film come morning.

WHAT LURKS IN THE FELSEN MOUNTAINS

The terrain in the Felsen Mountains is inhospitable to much of the wildlife that lives in the lush jungle below, but aggressive bands of **magmonkeys*** are common here. **Cebraniths*** are common, targeting gullible inhabitants of Hero's Ascent. **Giant fire beetles** live in the mines, and **vultures** and **hawks** circle in the skies above.

FELSEN MOUNTAIN ENCOUNTERS

d6	Encounter
1	Screams for help emerge from a collapsed mine shaft. Inside are the **ghosts** of dead miners who possess anyone they can to escape their confined grave.
2	A group of Gresh cultists-to-be are traveling to Hero's Ascent and are asking all they meet what they love most about Gresh.
3	Three **gilded goons*** have come up short on their tax collection quota. They are taking every last jewel and gem from a crying traveler returning from Granite and plan to make up any remaining shortfall from other travelers they can ambush.
4	2d4 **vultures** pick at a corpse of a luckless adventurer. They ignore passers-by but are defensive if a creature comes too close to their meal.
5	A heap of 5d100 gold pieces sits in the middle of the path. It's a trap set by a group of **gilded goons***, planning to report any attempted gold theft to Gresh and win her favor.
6	**Gresh*** is out for a leisurely flight over her domain. She's in the mood to inflict some terror on those below just for her own amusement.

MAGMONKEY

Alyse Stewart

LEI'SHA: CHARRED EXAMPLE TO OTHERS

East of Hero's Ascent and west of Alchemist's Quarry stand the remains of the village of Lei'Sha. It was once a thriving place, but Gresh burned the village to the ground after the residents failed to pay their taxes. A few of the ruins have been rebuilt into rough shelters, providing little relief from the elements, but hardly anyone lingers in Lei'Sha as it is a grim reminder of Gresh's mercilessness. Ash from Gresh's volcano swiftly covers the footprints of travelers, and on hot days, the smell of charred flesh hangs heavy in the air.

HISTORY OF LEI'SHA

Lei'Sha was originally a community founded by lizardfolk. They had little concern for gold or riches. As long as they could hunt and eat, they were content. However, Gresh, believing that Lei'Sha was her land to rule, grew increasingly angry with the lizardfolk's lack of appropriate gold tribute. Lei'Sha's offerings of cured tar maw skins and artistically carved bones were not worth their weight in gold, in her opinion. The people of Lei'Sha, sensing Gresh's displeasure, sent a delegation to Hero's Ascent. Their diplomatic efforts insulted Gresh so seriously that the furious green dragon barreled toward Lei'Sha in a fiery rage. Gresh destroyed the whole village in only a few minutes with her hellfire breath.

LEFTOVERS OF LEI'SHA

The Lasthouse Inn. Constructed from the least charred parts of the ruins, the Lasthouse Inn is the only building in Lei'Sha. As well as providing travelers with basic amenities, it sells an eclectic mix of items from all over the Bellowing Wilds. Run by a lizardfolk named Snarlkirk [she/her], the Lasthouse Inn is a welcome, if somewhat unsettling, respite. Items sold here include basic adventuring gear and high-quality rations that Snarlkirk cures herself. Snarlkirk's stern demeanor hides a very dry sense of humor. She is tight-lipped about her dead family but is quick to share that she would rather die than leave Lei'Sha.

The Weeping Tree. In the center of the ruins that were once the village square stands the scorched and bent Weeping Tree. Thick red sap still oozes from the wounds in its charred bark, staining the ground around it. The tree is adorned with scraps of ribbons and trinkets left by those hopeful that their offering will bring them good luck. Removing an offered trinket from the tree without replacing it is thought to bring grave misfortune.

TRINKETS ON THE WEEPING TREE

d8	Trinket
1	A gold amulet of Xeros with 'Justice Comes For All' engraved on the back
2	A necklace made from a bleeder encased in amber.
3	A handful of chips from the Blood Bank Casino in Rascam
4	The charred remains of a child's toy hippo
5	A magically unmelting ice crystal in a silver basket.
6	An ancient prayer tablet dedicated to [redacted].
7	A lump of gold pieces melted together worth 175 gp
8	A *deck of many things* tied up with a green ribbon

LEI'SHA QUEST HOOKS

d6	Quest Hook
1	Tyboel [they/them], a traveling halfling merchant, has heard that a great treasure is hidden at the top of the Weeping Tree. They are concocting a plan to steal it.
2	At night, distressed **ghosts** of the former lizardfolk residents have been seen wandering the ruins. Snarlkirk wants to help them move on peacefully.
3	Ashnag [he/they], a long-term patron of the Lasthouse Inn, hears strange wailing noises come from the swamps around Lei'Sha on moonless nights. The inn's owner, Snarlkirk, insists it's the sound of the wind blowing through hollow tar maw skulls, but she refuses to discuss it further.
4	Peptap [he/him], a halfling trader, has set up a temporary stall in the ruins. He isn't accepting gold for his stock of magic items, but he will barter for **tar maw*** parts.
5	A group of **goblin** children has become stranded above ground. They have been stealing food from the Lasthouse Inn at night.
6	A group of **gilded goons*** comes to town under orders to drive out Snarlkirk. Beyond their orders, they intend to reshape Lei'Sha into a monument to Gresh by any means necessary.

Laura Neal & George Bennett

The Weeping Tree

MR. WIZARDLY'S TOWER

Ambria's greatest wizard and greatest QUACKhole, Mr. Wizardly [he/him], lives in a tower that he teleports around Ambria. Whenever the tower arrives in a new location, it does so with a light 'pop' followed by an earth-shaking "thwooomp" as it drops to the ground, crushing whatever is beneath it. The wonky tower is a hodgepodge of architectural styles and is generally considered a gaudy eyesore. Its doorway only appears when Mr. Wizardly wants it to. Mr. Wizardly likes to sit on the upper balcony and enjoy a refreshing beverage while he watches the world go by, titans attack, and empires rise and fall. He enjoys setting up magical defenses for his home and seeing them surprise, confuse, or QUACK up visitors.

The inside of Mr. Wizardly's Tower is a mess of books and empty coffee cups. Papers are strewn across every horizontal surface and stuck magically to some vertical ones. When Mr. Wizardly runs out of space to put things, he just leaves them hanging in midair. A central spiral staircase rises up through the center of the tower.

MR. WIZARDLY

One of the most powerful wizards in all of Ambira, Mr. Wizardly only acts to benefit his own agenda. Troublingly, no one knows exactly what that agenda is. He shows up in the Bellowing Wilds annoyingly often, implying a fondness for the region that no one fully understands. Usually appearing hungover, he almost always wears a scruffy bathrobe and fluffy slippers, even in the most formal of venues.

Playing All Sides. Although Mr. Wizardly is not directly involved in the regular politics of the Bellowing Wilds, he does tend to influence the course of its development—mostly by being an inconsiderate jerk. The wizard has been seen chatting in a friendly manner with Gresh but also chumming around with the Araknights of Velgari and the Cryodon Council.

He's the **WORST**. Can't stand him or his stupid QUACKing bunny slippers.

Inscrutable. Beyond his power and his QUACKing awful attitude, very little concrete is known about Mr. Wizardly. Most people assume that Mr. Wizardly isn't his real name. The most persistent rumor about him is that he did something "magic-y" to the dragon Gresh to cause her to breathe fire rather than poison.

RUMORS ABOUT MR. WIZARDLY'S ORIGINS

d8	Rumor
1	Mr. Wizardly is a god who chooses to walk among mortals.
2	Mr. Wizardly is a lich.
3	Mr. Wizardly isn't as powerful as everyone thinks. He's just a two-bit hedge-wizard who's good at illusions.
4	Mr. Wizardly is a dragon in disguise.
5	Mr. Wizardly sold his true name to the demon god Abrith in exchange for power.
6	Mr. Wizardly keeps a powerful artifact hidden away in his tower that's the source of his power.
7	Mr. Wizardly is a *wish* spell that came to life.
8	Mr. Wizardly bullied the gods into giving him power.

MR. WIZARDLY'S TOWER QUEST HOOKS

d6	Quest Hook
1	**Mr. Wizardly*** needs someone to look after his pet **chimera**, Bubbles, for a few days.
2	Dr. Destina [she/her], a human **archmage**, is hiring thieves to steal **Mr. Wizardly's*** spellbook for her in exchange for an outrageously large fee.
3	**Mr. Wizardly*** demands adventurers drop whatever they are doing to set out on a gravely important quest, vital to the survival of the Bellowing Wilds… no… the entire world! He's run out of coffee beans.
4	**Araknight*** Opi borrowed a book from **Mr. Wizardly***. Now that he has finished it, his honor demands he return it to him. However, he doesn't have time to track down the tower and needs adventurers to help.
5	An extreme daredevil **goblin** named Gunky [he/him] climbed all the way up onto the top of Mr. Wizardly's tower and got stuck on the roof. For days, he's been clinging on for his life as the tower teleports around, surviving on moss and rainwater. He screams for help to anyone that can hear.
6	**Mr. Wizardly*** accidentally crushed a modest house with his tower. He needs someone to represent him in court because he can't be bothered to show up.

Avery Howett

PYRITE: GOURMET DESTINATION

Long before you see Pyrite, you'll smell it. Delicious scents of smoking meats and mouth-watering spices fill the air. Drawing nearer, huge plumes of colorful smoke rising from Pyrites smokehouses are visible from miles away. With gleaming palisade walls of wood and bone, Pyrite stands majestic in a huge clearing. Lush green fields full of produce surround the town. Boats loaded with foodstuffs travel up and down the nearby river.

Thanks to its status as the main producer of food for the Bellowing Wilds, and the friendly and welcoming nature of its inhabitants, Pyrite is a place many travelers consider visiting, despite the risks.

Though Pyrite seems tranquil, the giant gates formed from massive tusks are there for more than aesthetics. The surrounding jungle is teeming with monsters, and only the frequent hunts and dedication of the locals keep the area safe.

The farmers, chefs, pit masters, and butchers of Pyrite excel not only in keeping the gourmet utopia safe and protected, but they do so sustainably. The townsfolk are careful not to over-hunt the local wildlife, and every scrap of what Pyrite hunts gets used. You can clearly see that in the construction of buildings and the clothes the people wear.

HISTORY OF PYRITE

Anyone attempting to farm in the most dangerous jungle in Ambria is either a few lumps of charcoal short of a barbeque or the toughest QUACKing creature out there. But Hickory–an orc chef–was never short on charcoal. Hickory started her life in the jungle as a hunter, roaming the Bellowing Wilds. She quickly recognized that with more people settling in the jungle, there were going to be a lot of hungry mouths. Seizing the opportunity, she started to build an outpost that would eventually supply the entire Bellowing Wilds with food.

Hickory single-handedly cleared the area now known as Pyrite of monsters, tilled the fertile soil, planted seeds and orchards, and hunted the beasts that wanted to hunt her. Hickory's little outpost quickly attracted people looking for work and quality food. Within a few seasons, the small outpost grew into a town, which Hickory named Pyrite after a dear friend. Demand for Pyrite's exports, particularly foodstuffs, has only increased throughout the jungle as other settlements have expanded.

Hickory died several years ago, bringing down a massive hippo that had been infected by a violent parasite called a maxilla. However, her founding principle of 'waste not, grill all' still guides Pyrite to this day.

LEADER: MAYOR JOE

Today, Pyrite is run by Mayor Joe [he/him], known to his friends as Ol' Bobbems. He is a middle-aged half-orc who's as good with a blade as he is with a grill. As mayor, he is responsible not only for major decisions in Pyrite but also for the coordination and final judging of the town's famous Bellowing BBQ festival. Standing just over 7 feet tall, he towers over most people, but he has a jovial demeanor. He's a hearty man, kind, and welcoming of all, so long as they don't disturb the peace. Mayor Joe has big ambitions for Pyrite. He longs to have the town recognized as a major culinary destination in the Bellowing Wilds and across all of Ambria.

Tomáš Matouš

THINGS TO SEE AND DO IN PYRITE

Bellowing BBQ Festival. The biggest and most delicious event each year is the Bellowing BBQ Festival. During the festival week, cooks from the Bellowing Wilds and beyond converge in Pyrite to serve up an epic feast. Entrants compete to brine, braise, and barbecue the most exquisite of meats. Prizes are given out in various categories, but the most prestigious is the one for Best Chef. A panel of judges awards the winner the coveted Hickory Rub, a trophy inscribed with the special blend of spices first used by Hickory—and a massive cash prize.

Pretty much the best reason to live in the Bellowing Wilds.

Bone Blade Boutique. Pyrite's 'waste not, grill all' attitude extends to repurposing the bones as swords and knives. Run by a gnoll named Phang [he/him], this store uses the strongest bones to match the properties of steel, producing a wide range of very sharp items.

Brewntosaurus Brewery. This local brewery specializes in brewing magical beers and ales. Their most legendary brew is *soul sugar beer**, which was created in honor of a group of questionably competent adventurers who once saved the local Bellowing BBQ Festival. The brewery is owned by the Isinglass family, and tasting tours are available.

Devotion After Dinner. Between the smokehouses and BBQ shacks are small shrines to Generisa, where citizens Pyrite give thanks. Shrines to Zazyrx are common in people's homes, and locals take the sacred trust of hospitality very seriously.

The Ancient Zoo. Just outside of Pyrite is one of the major attractions in the area. An ancient facility filled with mysterious creatures held in stasis was uncovered not long after Pyrite was founded. The enterprising folk of Pyrite cleaned it up and turned it into a "zoo." The magically frozen exhibits allow you to get close to jungle monsters without the risk of being eaten. The highlight of the zoo is a bizarre creature, nicknamed the amalgahound, that seems to be made up of several other creatures blended together. Some speculate that the concentration of monsters near Pyrite and in the nearby Mild Meadow are descendants of creatures that escaped from the zoo's stasis. But there's no need to worry–the monsters held there now definitely can't escape… probably. The Ancient Zoo likely holds more secrets than its slick tourist trap exterior lets on. Mayor Joe holds the keys to the unexplored lower levels but is wary about granting access to anyone.

A great place to bring and LOSE your kids, all on the same day!

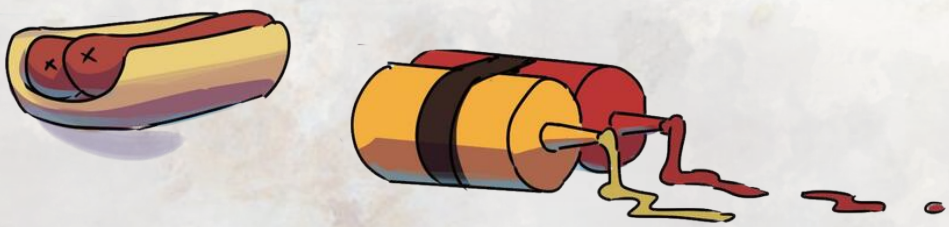
Join the Hunt. Hunting expeditions set out from Pyrite almost every day. As long as you look like you can handle yourself in the jungle, tagging along is not only allowed but encouraged. It's a great way to learn jungle survival skills.

Grand Bazaar. Those who enter the Grand Bazaar are met with an explosion of noise mingled with the smell and sights of a dazzling array of delicious spices and foods. This huge market has dozens of stalls specializing in foods of all types. It runs day and night so you can find something to eat whenever you want.

NOTABLE RESTAURANTS IN PYRITE

Restaurant	Description	Famous Dish
Butcher's Best	A chapel and canteen dedicated to the goddess Fatalia. Once animals have been sacrificed to her, they are served up to customers.	Fresh jungle lamb with seasonal vegetables
Ol' Bobbems' BBQ House	The largest BBQ house in Pyrite, run by the Mayor. A large stuffed wyvern wearing a jaunty chef's hat hangs from the ceiling.	Ribs infused with Ol' Bobbem's secret spice mix
P.Y.R.Y.T.	The hottest new restaurant in town. No one has seen the owner, a mysterious person known only as The Chef.	3-year-aged magmonkey steaks, marinated in a blend of local spices and cooked for 18 hours.
Patty's Patties	A Grand Bazaar burger joint run by a talkative halfling called Patty [she/her].	Beast of the day burger
Shutya's Pie Hole	A pie cart run by Shutya [he/him], a cheerful gnome who pops up all over town.	Spicy potato hand pie
Wyrm & Hook	An all-you-can-eat seafood buffet dedicated to the gods Kaisea and Haisea.	Quipper gumbo
Zoo Amalgadogs	Gourmet double hot dogs served in the main hall of the The Ancient Zoo	Hot amalgadog with ketchup and mustard

Hot Amalgadog



Avery Howett

ALLIES AND RIVALS

As the main supplier of food in the Bellowing Wilds, Pyrite has many allies. Almost every settlement, big and small, counts Pyrite as a valued trading partner. No one wants to bite the town that feeds them. Only Velgari was once hostile toward the town of chefs. During Pyrite's founding, the Araknights of Velgari were concerned about excessive logging and hunting. However, since Pyrite has settled into sustainable stewardship of the area, Velgari has mellowed its attitude towards the town. Now the Araknights even import food from Pyrite as a treat.

PYRITE QUEST HOOKS

d8	Quest Hook
1	All the cattle have been stolen from Pyrite's ranches just days before the "Bellowing BBQ" festival.
2	Rumors spread of **ghosts** in the grain mill, breaking the equipment and mixing unmilled wheat into sacks of flour.
3	Guests who stay in the Ground Spice Inn have severe nightmares that leave lasting scars. It's starting to affect business, and the owners are willing to pay for the cause to be found.
4	A miscreant dubbing himself the "Scovillain" has been sneaking extremely spicy hot sauce into everyone's food, creating false rumors of a curse.
5	A delicious new meat has appeared in Pyrite. However, a local claims it tastes like humanoid flesh and is trying to raise the alarm.
6	Hunts are taking place ahead of the upcoming Bellowing BBQ festival. A half-orc named Sarah [she/her] needs someone to hunt her "salad" while she marinates her main dish. She'll pay for the remains of **thistlewolves*** and **moss wyverns*** and extra for **flower sirens***.
7	The Green-Leaf Vegan Grill has just opened. The owner, Kuttlet [they/them], needs help convincing the meat lovers of Pyrite to try their fantastic food.
8	Pyrite is holding a contest to win a newly invented item, the Big BBQ Tongs! Those who can make the most impressive dish using fresh **jungle sheep*** and only four other ingredients wins.

CHARACTERS FROM PYRITE

The people of Pyrite tend to be tough and practical. Humans, orcs, and half-orcs make up the majority of the population, but there are plenty of dwarves, halflings, and gnomes here too. Growing up in Pyrite means learning to handle knives from a young age– knives for cooking and knives for killing. Barbarians, fighters, rangers, and paladins often get their start learning to hunt in the jungle around Pyrite. Wizards looking to unravel the mysteries of flavor can also find much to love about Pyrite, and alchemical-gastronomy is growing in popularity.

If your character comes from Pyrite, consider the following questions:

- What is your favorite food? Is there a dish that reminds you of home? Do you care about food at all?
- Why are you leaving Pyrite? Are you searching for a new experience that is not accessible in Pyrite? Or are you looking for something to bring back home and dazzle everyone with?
- Do you feel the need to live up to Pyrite's "waste nothing" ethos?

PYRITE NPCS

d8	NPCs
1	Cookie [she/her] is a white dragonborn who recently arrived from Hero's Ascent. She has a dream of opening a bakery and a grand total of 2 gold pieces to her name.
2	Rumors of food poisoning at Patty's Patties are being spread by rival kebab shop owner Donna [she/her].
3	Omu [they/them] is a half-orc vegetable grower. They carry a massive sword as tall as themself to defend their vegetables from monstrous pests.
4	Sir Searus Topside [he/him] is a food critic from Kylandria. He is writing a culinary guide to the Bellowing Wilds.
5	Ortolans [he/him] is an elf necromancer searching for the fabled NecroNOMicon: the Cookbook of the Dead.
6	Viandi [she/her] and Fumi [he/him], a pair of jaguar beastfolk siblings, run a cookery school.
7	A **goblin** on stilts wearing a long coat claims to be an orc named Galbee. In truth, his name is Snotsnout [he/him]. He came here to learn how to cook but is terrified people will discover he's a goblin.
8	Hugh Cumber [he/him], a halfling hunter, specializes in bringing in the most exotic meats and other ingredients from the jungle.

Samantha Rustle

RASCAM: THE BIG POTATO

Built where the rivers Forsaken and Forlorn meet, Rascam is the most heavily defended (but hardly the safest) city in the Bellowing Wilds. It is surrounded by thick stone walls, and every gate and wall sports guards, towers, and cannons. The docks are equally welcoming, with all the weaponry and attention pointed at the arriving boats and creatures that often lurk beneath the water.

Rascam is unlike anywhere else in the jungle. It is a bustling place where citizens move at alarming speeds, and the smell of the waterways and industry mingles into smog that often smothers the city. Unable to sprawl beyond the walls that keep the city safe, Rascam is growing upward. Homes and businesses are built on top of one another in increasingly unsafe stacks. Rascam doesn't concern itself with first impressions. If newcomers can't stomach wobbly buildings, dirt, and a few grim reminders of death, then they'll never last long enough to see anything worth seeing.

This place gives potatoes a bad name.

HISTORY OF RASCAM

As word spread of the riches to be found in the Bellowing Wilds, more and more people began to arrive, looking to make their fortunes. Many settlements failed due to the dangers of the jungle around them. The city of Rascam was the first successful large jungle settlement.

Rascam was founded by the fearless Royland Rascam [he/him]. He saw the intersecting rivers as an opportunity for safe-ish trade and travel. The ancient structures of the region, including the bridges and sewer tunnels, and the defensible position made this an ideal spot to establish a city. As Rascam started to grow, inevitably, Royland was visited by Gresh. She demanded gold as tribute, promising death and destruction if met with disobedience, and melted a few buildings to prove her point. Royland agreed to her terms, and Rascam has paid its taxes promptly since. Within a few years, Rascam was a formidable settlement and quickly became by far the largest settlement in the Bellowing Wilds. Royland died after eating the wrong kind of interesting mushroom, and his family has continued to rule Rascam for generations.

Emblem of The Bearon of Rascam

Avery Howett

LEADER: THE "BEARON" OF RASCAM

The current ruler, a descendant of Royland Rascam, styles himself as the Baron. He is widely known as the Bearon because of his bear-like physique. Where Royland was brave and occasionally foolhardy, the Bearon is careful and scheming.

His nickname is certainly not because he sometimes transforms into a bear. Oh, no, no, no.

Two Faces. Officially, the Bearon presents himself as the lawful and rightful ruler of Rascam. However, he has deep ties to the city's criminal underground, acting as both the enforcer of the law and underworld kingpin at the same time. Under his rule, the corruption in Rascam has come to an intense boil. Legitimately, the Bearon runs Rascam with an iron fist to generate tax revenue, pushing the citizens to work at a feverishly productive pace so he can increase profits. He has imposed high taxes on alcohol and medicines made from the jungle's more unusual vegetation in a desperate attempt to keep his treasury filled. Clandestinely, he also makes a killing from a thriving black market. The Bearon makes money coming and going as he also runs illicit drug production and distribution operations based in the sewers under the city. He both sells the drugs and has his guards arrest and fine people for possessing them to raise funds to pay the taxes the dragon demands.

Long Reach. Rascam and its Baron have a massive influence on the Bellowing Wilds. As the largest city in the region, Rascam is a center of trade and political power. Intent on expanding his influence, the Bearon works to gain even greater control over trade routes and already runs key locations outside the city, such as the Ancient Bridge near Bundariko.

In our game, Sips turning the Bearon lawful good with *Sips' hairbrush** really showed off our signature move... "winging it"!

THINGS TO SEE AND DO IN THE DISTRICTS OF RASCAM

The Forsaken and Forlorn Rivers neatly cut Rascam into three districts; the prosperous Keep District, the industrious Dealer's Green District, and the crowded Runnel District.

All three districts are enclosed by massive stone walls, protecting them from the jungle and the river. Anything constructed outside the walls has been quickly and violently reclaimed by the jungle. Each district has two gates leading out of the city, which are only open during the day and heavily guarded at all hours.

Three imposing bridges span the rivers to connect the districts. Engineering marvels, the metal bridges screech as they're lifted to allow large ships to pass underneath.

THE KEEP DISTRICT

The Keep District lies on the northwest side of the city and is home to the wealthiest citizens of Rascam. The Bearon's guards patrol the streets and are quick to hassle anyone who looks "out of place." The district is populated by the closest to royalty the Bellowing Wilds has, including successfully retired adventurers, cronies of the Bearon, and exiled nobles from the rest of Ambria.

The Bearon's Keep. Though most of the buildings here are well-made and opulent, the Bearon's Keep rises above them all. Originally built by Royland Rascam, the Bearon has heavily built up the Keep's defenses, letting very few through its walls. Made from stone and decorated with banners embroidered with the Bearon's face, the Keep is the Bearon's home and literal castle. It's rumored the Keep sits on top of an ancient ruin that Royland Rascam repurposed into his first fortress.

Execution Square. The "thunk" of an axe is frequently heard in Execution Square as those who complain openly about the Bearon's rule are publicly executed. The square lies in the shadow of the Keep and is ringed by some of the city's largest statues of the Bearon.

Blood Bank Casino. Nestled in the Keep District, the casino provides a luxurious environment with plush red rugs, stylish red and black furniture, a variety of hot and cold blood-based beverages, and fortunes to be won at their card tables.

The Blood Bank Casino is openly run by vampires under the supervision of the vampire crime lord Vashinco [he/him]. Vashinco specializes in heists, abductions, smuggling operations, and relieving people of their blood and money. He's interested in becoming the most powerful vampire lord in the criminal underworld in all of Ambria. To expand his influence, the vampire crime lord contracts Blood Bank vampires to act as loan sharks in other settlements across the Wilds.

Crime lord, my QUACK. This dude's a poor loser when it comes to poker.

THE BEARON

Avery Howett

Crystal-Clear Distillery. The Crystal-Clear Distillery was the pride and joy of the city's founder Royland Rascam. It produces exceptional vodka distilled from wheat grown in Pyrite, which is filtered through crushed ancient crystals to give it exceptional smoothness. The owner, Xilef [he/him], will buy any ancient crystals at a good price.

The Sewers. Perhaps the greatest and stinkiest wonder in all of Rascam is its extraordinary sewer system. These pipes and tunnels channel waste away from the city and into the Forlorn River a little way downstream. The sewers were converted from existing structures that were here before the founding of Rascam. No one in Rascam knows who built them, but whoever did was highly technologically advanced, as evidenced by the glowing lines that illuminate the tunnels.

The Bearon's Drug Lab. A section of the ancient tunnels beneath the Keep has been converted into the heart of the Bearon's alchemical drug manufacturing operation. Close by lie unexplored ruins infested with crystalsires, dangerous corpses reanimated by magical crystals.

DEALER'S GREEN

Home to much of Rascam's heavy industry, the Dealer's Green is the newest district. Before the Bearon expanded the city to the northeast side of the Forlorn River, the area was a park nicknamed "the Green." The name Green stuck around, but there's little green about it now. Houses here are mostly built on top of shops, warehouses, and restaurants. The Guard has a moderate presence in the Dealer's Green, but they tend to be willing to overlook small offenses for the right price.

The Book Wyrm. Run by Eltaor [he/him] and Revalor [he/him], two polite and friendly **wraiths**, this bookstore is a must-visit for book lovers and scholars alike. The wraiths originally came from Kylandria, and they have book trading connections across Ambria. Their shop's assortment of rare books, forbidden tomes, and magic scrolls is unmatched. The Book Wyrm's weekly 2-for-1 sale has been known to cause fights between scholars that spill onto the street.

Merchant's Grind. Running along the riverfront is a cluster of warehouses, countinghouses, customs houses, and mercantile establishments. If you're in the business of business, this is the place to strike a deal. Anyone who considers themselves a major businessperson in Rascam has an office here.

Panacea Promenade. The best medicinal alchemists in Rascam have crammed their shops and laboratories into one long, narrow street called Panacea Promenade. You can tell these alchemists are talented because their buildings hardly ever explode, and they charge appropriately. If Panacea Promenade is too expensive for you, you can try your luck in nearby Remedy Row, or if you're really struggling, there's always Liquid Lane.

Rascam Park. A little scrap of green is the last remnant of the park that once occupied this area. A statue of Royland Rascam stands in the center, surrounded by a few shade-giving trees. Twimble [she/her], a dwarf druid, lives in the park and acts as its groundskeeper. She is miserable but refuses to abandon the last spot of nature in the city.

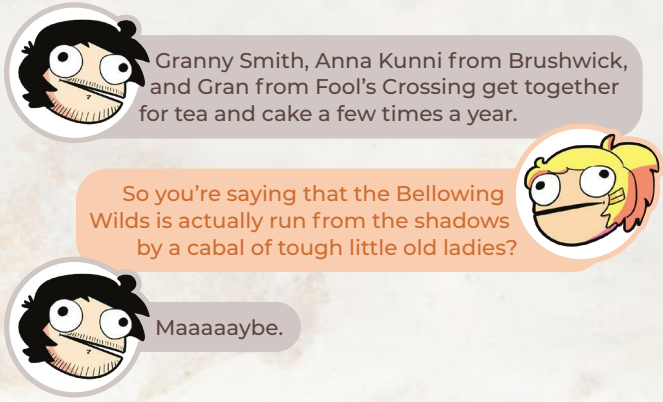
Yasmina's Objet d'Arcane. The most notable magic item shop in the Bellowing Wilds is owned and operated by a drow named Yasmina [she/her]. She curates an exceptional selection of arcane curiosities, many imported from nearby Kylandria. The shop has an exclusive atmosphere, with items displayed artfully on illuminated plinths. Prices are only available on request and only to those Yasmina believes have the funds to pay her steep prices.

THE RUNNEL

The Runnel District lies on the south side of Forsaken. It houses the largest docks in Rascam. This is the most affordable and most crowded part of the city, filled with towering tenements that loom over narrow streets. Life here is tough, but it's better than being eaten by a jungle creature. The Rascam Guard is rarely seen patrolling, and they generally prefer to let the district deal out its own brand of rough justice.

Adventurers' Alley. Washed-up adventurers tend to get washed toward Adventurers' Alley. This backstreet has several boarding houses that serve adventurers who are (temporarily) light on coin. The taverns are packed with brooding regulars telling old tales of their past exploits. Adventurers' Alley is a good place to hire mercenaries, but if anyone offers to sell you a treasure map, it's almost certainly a scam.

Ratside. While muggings and robberies are common in the Runnel District, in one small part known as Ratside, there is very little "disorganized" crime thanks to the firm hand of Granny Smith and her gang. Granny Smith [she/her] is an elderly human woman who got fed up with criminals treating her neighborhood as their own private playground, so she decided to beat them at their own game. Now, the gang known as the Good Apples—all massive street toughs with names like Crusher, Angel the Killer, and Stabby Jim—make sure that folks can go about their lives in Ratside in peace and quiet. If you cross Granny Smith, you'd better start running.



The Ring. This huge arena hosts a multitude of sports, with teams visiting from across the Bellowing Wilds and Ambria. Anything considered a sport somewhere in Ambria has tournaments held here, leading to many unusual competitions and a hectic event schedule. World Wide Wizard Wrestling League matches draw the biggest crowds.

I wanted to join the World Wide Wizard Wrestling League, but apparently *"throw sword"* isn't a spell.

Runnel Docks. All day long, the docks bustle loudly with the cries of merchants, the clash of tools, and the hubbub of busy day-to-day activities. Boxes and crates are shoved and shifted as all manner of things move in and out of the district. At night, the docks are best avoided as they are the site of shady dealings by people who don't like to be watched—unless you are also looking to do some disreputable deals.

ALLIES AND RIVALS

As the largest settlement in the region, few of the smaller settlements can afford to antagonize the city. Glenshire has a mostly good-natured rivalry with Rascam that is more about posturing and civic pride than actual conflict. The Araknights of Velgari have a much more steadfast opposition to Rascam, as they are concerned about the city's encouragement of industrialization. It's rare to see an Araknight here, though weavers often visit on diplomatic missions.

Founded to protect the northern trade routes, the village of Bundariko falls under Rascam's authority. Now the Bearon is looking towards Fool's Crossing as he would like to control this key location, given Rascam relies heavily on importing food from Pyrite.

Gresh is pleased to have a prosperous place like Rascam in her territory as it makes her feel successful to rule over a bustling city. The taxes Rascam generates don't hurt either.

RASCAM QUEST HOOKS

d8	Quest Hook
1	**The Bearon*** has ordered the execution of a beloved bard who dared to sing an unflattering song about him.
2	The Runnel is buzzing with rumors that the Bearon is going to raise their taxes, but not the taxes of those living in the Keep District. Unrest is brewing and threatens to erupt.
3	A gang called Red Sons has been dealing counterfeit drugs, making many deathly ill.
4	A publisher of cheap, mostly-true comics is searching for an adventuring party to sponsor in exchange for exclusive publishing rights to tales of their exploits.
5	One of the main bridges is stuck halfway up. Boats can't get through, and traffic can't cross.
6	**Merfolk** in Rascam's rivers are complaining about the disgusting state of the water. They've started dragging people off the bridges to drown them in protest.
7	A bake sale featuring pies filled with *bloodmoon berries** is causing a huge stir in the city because some of the customers are transforming into wild beasts.
8	The **vampires** of the Blood Bank Casino have started calling in debts. The dozens of people who can't pay up are being turned into thralls.

CHARACTERS FROM RASCAM

Rascam heaves with folk of all sorts. The population is diverse, but the city has the highest concentration of elves in the Bellowing Wilds. Dwarves, half-orcs, and humans are also common in the city. Beastfolk and mohsnians have moved to the city in greater numbers recently.

If your character comes from Rascam, consider the following questions:

- Which district do you hail from? How has this shaped your view of your home and yourself?
- Have you left Rascam before, or are you a city person through and through? How do you feel about the jungle?
- A lot of people in Rascam are involved in some kind of scheme. Are you? If so, what is it? If not, what values drive you?

RASCAM NPCS

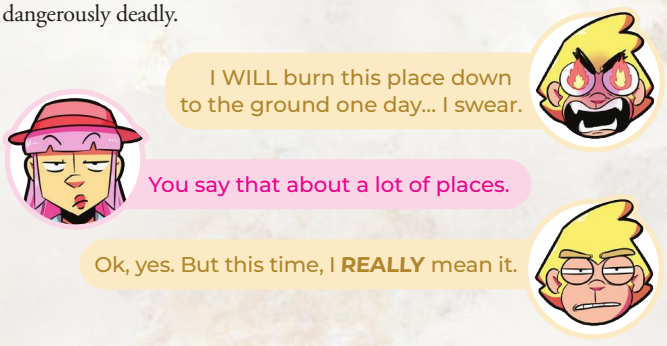
d10	NPCs
1	Phantasmal Phil [he/him], a buff wrestling wizard of the School of Butt-Kicking, is looking for sparring partners ahead of his debut at the Ring. His outfit involves lots of rhinestones, a little stretchy fabric, and a very pointy hat.
2	**Vampire** Ken Oh [he/him] is tired of working at the Blood Bank Casino. He wants to start a new life as a children's party entertainer.
3	Wimble [she/her] is the estranged daughter of Twimble, the park keeper druid. Wimble is also a **druid**, but she feels the city is part of nature in its own way. The young dwarf communes with the vermin and weeds, and she loves Rascam with all her heart.
4	Squidgy [he/him], Mouser [she/her], and Chump [they/them] are three urchins looking for some fun. They will spy on anyone for a few copper pieces.
5	Agatelle [he/him] is a **vampire** trying to move his way up in the Blood Bank's ranks. He thinks pulling off a major heist against the Bearon will earn him Vashinco's favor.
6	**Weaver veteran*** Shay of Kaydi [she/her] is drowning her sorrows in a dive bar in Adventurers' Alley. She was once a great warrior, but since the loss of her patron, she has lost her faith and drive.
7	Measure-Twice [any pronouns] is a sapphire mohsnian in heavy debt to the Blood Bank Casino. They are desperate to find a way to pay his debts that doesn't involve her chipping away at themselves.
8	Shazahd [he/him] is a gold dragonborn stevedore at the Runnel docks. He's the heir to a powerful dragonborn clan in a faraway nation but wants nothing to do with dragons or his family's schemes.
9	Estandrelle Shiningstar [she/her] is an elf industrialist. She is funding research into high-volume arcane air travel. Estandrelle uses a wheelchair and dresses in crisp linen suits.
10	Lord Lordamon Mondringal [they/them] is an exiled elf **noble** from Kylandria. They are living lavishly in the Keep District, ignoring the fact that their funds are running out. Their last remaining servant, a gnome called Tippertree Tizzle [she/her], is very loyal and very concerned.

Fight Night at Twiniver's Pit of Carnage

TWINIVER: FIERCE FRONTIER

The town of Twiniver slumps like the rotting carcass of a huge creature by the shores of the Kaisea Ocean. The mud under the town is dense with old bones that crunch and crack under the thick boots of the inhabitants. Even brisk ocean breezes and frequent storms never quite manage to wash away the smell of blood and death. Some buildings teeter on high stilts above the mudflats, giving the inhabitants a view over the Mild Meadow nearby and protecting homes from frequent floods. A handful of very pretty buildings made from stone belonging to the wealthiest merchants in town jut like shiny teeth from the muck.

The air in Twiniver rings with shrieks, screams, yelps, and howls as captured creatures of the Bellowing Wilds are pitted against each other in ferocious battles to the gory death. The town is littered with cages and stalls displaying beasts (and bits of beasts) for sale, as well as traps, hunting supplies, weapons, and anything else dangerously deadly.



Marko Horvatin

Few stay long in Twiniver, and only the hardiest live here. While the city is surrounded by ocean, treacherous swamps, and jungle, nearby logging expeditions leave their scars as trees are fed to the shipyard. Though Twiniver is treated by most arriving in the Bellowing Wilds as little more than a layover for heading to Rascam, it does see a fair amount of trade. New arrivals are welcomed with open arms as long as they have gold to spend or beasts to trade, and they aren't too concerned with animal welfare. Twiniver is an excellent place to hide from the law of places like Rascam if only you can get through the Mild Meadow to reach it.

Without the Gods. Twiniver is notable for its lack of shrines and temples or worship of any kind. While many here acknowledge the gods probably exist, the general attitude is that it's not worth worshiping them. Religious folk from further afield sometimes point out that the frequent tidal waves and floods that Twiniver suffers are a punishment from Kaisea for the town's insolence. Even so, the people of Twiniver pay no attention and build their houses up on stilts above the water.

HISTORY OF TWINIVER

When Twiniver was first settled at the start of the gold rush, it seemed poised to be the main port into the Bellowing Wilds, thanks to its northern coastal location. However, the settlers' dreams of trade and prosperity were torn to shreds by the multitude of horrors living in the nearby Mild Meadow. Since travelers and traders could get to Twiniver but no further into the Bellowing Wilds, Twiniver didn't grow beyond being a small fishing village. When a chapter of monster wranglers called the Steel Jaws Cagers arrived, they saw potential in Twiniver. For the Cagers, the proximity to the Mild Meadow was an advantage not a problem.

Today, most of the town is made up of Cagers. A smaller portion of residents are descended from the early fisherfolk and now mostly work at the docks, shipyard, or in the dozens of taverns that have sprung up to keep the Cagers happy.

THE CAGERS

The Cagers are an organized group of monster hunters. They specialize in killing and capturing monsters and are happy to sell them alive, dead, whole, or in pieces. They craft and use *cager boxes** to control monsters and pit them against each other in fights for their own amusement.

Cagers are found across Ambria and organize themselves into chapters, marking their allegiance with patches sewn onto their sleeveless jackets. Other patches boast of creatures caught and battles won. Twiniver is home to the Steel Jaw chapter of the Cagers.

LEADER: ATEM HALL

If the anarchic Twininver has a leader at all, that leader is Atem Hall [they/them], a blind caiman beastfolk who has wrangled some of the largest and most deadly creatures ever to inhabit the Bellowing Wilds. Atem Hall has a permanent smirk on their long reptilian face, giving the impression that they are laughing at a joke only they understand. They are respected by both the Cagers and other folk of Twininver. If someone brings a problem to Atem Hall, they can be assured that Atem Hall will deal with it swiftly and mercilessly if they think it's worth their time.

THINGS TO SEE AND DO IN TWINIVER

Belly Up Bistro. Run by gnome Hernest [she/her] and tiefling Marigold [they/them], this restaurant serves a dazzling and pungent array of meats fresh from the Pit of Carnage. The Belly Up Bistro's main draw is the rarity of its meats. While the food is pretty terrible, patrons can boast they ate the monster du jour and survived.

The Dead Possum Saloon. Twinniver is filled with tough bars for tough guys, gals, and non-binary pals. But none is rougher or tougher than the Dead Possum. The music is loud, the drinks are strong, and the clientele is as mean as any creature you'd find in the Mild Meadow. Atem Hall can be spotted drinking and playing dagger darts—it's like darts, but with daggers—here most evenings.

Pit of Carnage. The infamous Pit of Carnage, a spine-chilling fighting arena made of stone, is slap bang in the middle of Twiniver. Here Cagers pit violent monsters against each other or against unlucky adventurers. Some spectators come for the gambling, others come for the blood, but most folk in Twiniver come for both. On special occasions, the pit is flooded so that the crowds can watch aquatic beasts tear each other to pieces. Since nothing goes to waste in the Bellowing Wilds, the local restaurants change their daily specials based on what has been killed in the arena each day.

MATCHUPS IN THE PIT OF CARNAGE

d4	Creatures
1	**Elephant** vs. three **sharkhounds***
2	**Thistlewolf*** vs. **saber-toothed tiger**
3	**Magmonkey*** vs. **jungle sheep alpha***
4	**Giant ape** vs. **tar maw***

Live by the Code. The town has no dedicated guard and relies on the barrier of the Mild Meadow to keep it safe from external threats. Instead, it is barely held together by a love of hunting, an appreciation of craft, and an honor code where punishment is a one-way trip to the Pit of Carnage. Visitors are bound by the code, and if you cause insult or injury to anyone, expect to have the matter settled in a public fistfight or duel.

Quarry Quay. The creaky and weathered Quarry Quay shipyard is probably the safest part of Twiniver for visitors. The workers pride themselves on having the best shipyard in the Bellowing Wilds. Most of their work is repairs, but they also construct new vessels. There are tensions between those who work in the shipyards and the Cagers. Since both groups are equally tough and any fight would see a lot of bloodshed, there's an uneasy truce between them for now.

Kaisea Ocean. The sea near Twiniver is named for the sea goddess Kaisea. It is warm enough to swim year-round. However, you might not want to as the northern coast of the Bellowing Wilds swarms with sharks and sea monsters. Fierce storms and tidal waves also wash in from the north regularly, battering the town.

The Tough Luck Tannery. Completely covered in a patchwork of leather, this shop of hides, rugs, and skins is one of the larger buildings in Twiniver. The owner, an elf named Tanner [they/them], is an expert in skinning, scraping, and stretching, but they are downright terrible at taxidermy. Tanner transforms the most heinous, horrifying beasts in the Bellowing Wild into tragically absurd caricatures with drooping horns and surreal smiles. Many who travel to Twiniver come to see the amazing array of preserved creatures, trying to guess what each one once was. Few dare mock the wares openly though, as Tanner is damn proud of their work.

Wares R Us and Death Blow Mart. These two neighboring stores sell the standard stock of Prayers R Us and Necromart but with any religious imagery or mentions of the gods scratched out. The employees wear robes that are very similar to the robes worn by the staff of Prayers R Us and Necromart, just with cheap stickers pasted over the logos. They claim to be entirely independent and definitely not a sloppy rebrand to fit in with Twiniver's famous dislike of religion.

Wet Markets. Whether one is looking for dinner or a pet, the Wet Markets are sure to provide. This labyrinthine market is filled with creatures in cages. These live beasts come from all over the Bellowing Wilds and lands beyond. Wizards and other spellcasters looking for rare ingredients seek them here. Serious money can be made and spent here, and if you're not careful, serious limbs can be lost. Minor crimes such as pickpocketing are overlooked and ignored, but freeing any of the animals will instantly anger all the sellers and many of the customers.

TWINVER QUEST HOOKS

d8	Quest Hook
1	A necromancer has been causing chaos by reanimating the carcasses of the monsters for sale in the Wet Market. There's a handsome reward for information on the location of the 'Necrowitch' and her growing army of undead.
2	Bits of something huge are washing up on the shore. Rumor has it some leviathan died out at sea and that it could be harvested for serious cash.
3	Some folk whisper of "Guts," [she/her] a dealer of the most expensive and deadly toxins a monster can produce. Those who wish to buy from her will need a recommendation from a past customer.
4	A drow tattoo artist named Poisonberry [he/him] needs a supply of live **inkpot frogs*** and is willing to pay anyone who is not a Cager handsomely for them.
5	The Pit of Carnage is hosting a special event, pitting teams of people, with or without summoned creatures, against a captured **watcher***. The winning team gets to go through the wreck and take what they want from the automaton.
6	Beetle [he/him] is a kobold **alchemist dabbler*** on his deathbed. He was gored by a **jungle sheep alpha***. Beetle promises his book of alchemical recipes to whoever avenges him by killing the sheep.
7	A **cager*** has turned serial killer and started murdering beastfolk. Atem Hall wants them captured, dead or alive.
8	There's a rumor some Cagers have trapped an **Araknight*** and are planning to make a showcase of them in the Pit of Carnage.

ALLIES AND RIVALS

Twiniver doesn't really have particularly good relations with anyone, but they don't seem to care. The Cagers aren't very involved in the politics of the Bellowing Wilds outside of Twiniver. However, they defend their settlement and their right to hunt monsters ruthlessly from any interference.

Relations between the Cagers and Breckart are tense due to the Cagers' attempts to poach the Cryodons. Even people from Twiniver who are unconnected to the Cagers find it hard to enter Breckart. Velgari's Araknights are also unfriendly with the Cagers due to their reckless hunting practices. The locals in Twiniver harbor resentments toward Haibrin, which they consider a wussy town full of softies who like to play with sand.

Twiniver pays its dues to Hero's Ascent, though whenever Gresh's tax collectors arrive, there are always grumblings that someone should shove the dragon in a *cager box** and be done with it. The other town with neutral relations with Twiniver is Pyrite. The chefs in Pyrite import strange meats from Twiniver that they can't find in the jungle close to them.

CHARACTERS FROM TWINIVER

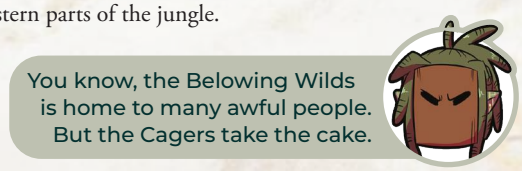
Twiniver is home to a wide variety of folk, including those who arrive in the Bellowing Wilds from other lands. Its monster-enforced isolation makes it appealing to anyone trying to avoid the law. Rogues either sink or swim in Twiniver, and the only way they can keep their heads above water is to learn a dirty trick or two. Fighters, barbarians, and rangers specializing in hunting beasts successfully make their home here.

If your character comes from Twiniver, consider the following questions:

- Did you arrive in Twiniver from outside the Bellowing Wilds, or were you born here? Why did you come to Twiniver, or why have you stayed?
- Are you a descendant of the original inhabitants, or do you belong to a family of Cagers? How do you feel about the tensions between the two groups in town?
- What is your attitude towards the Cagers and how they run Twiniver?
- Has your time in Twiniver made you more casual about the dangers of the jungle or more scared?

TWINIVER NPCS

d8	NPCs
1	Fiasco Jim [he/him] is a half-elf **cager*** who tells tall tales. He says he's caught a **wyvern**, but no one has seen it yet.
2	A tiefling wizard called Colin [he/him] is wandering the markets and looking to buy rare and interesting creatures to study.
3	Mary "Carnivore" Mason [she/her] is a human **cager*** with a side business butchering creatures in the Wet Market.
4	A rowdy group of sailors from the country of Kylandria is on shore leave and eager to squeeze as much fun as they can out of the next 24 hours.
5	A **wererat** named Ilta [she/her] tends to a secret, shabby shrine to Dabrious each night, praying for her continued safety. By day, she works at the Quarry Quay, hoping to earn enough money to get out of Twiniver for good.
6	Hiko [he/him] is a tough young man who inherited his parents' fishing business. He makes good money taking **cagers*** and adventurers out to sea on his boat to wrangle sea monsters.
7	Doctor Pottinger [he/him] is an exasperated gnome medic. He doesn't understand why his patients keep going on such foolishly dangerous hunts, but he does his best to patch them up anyway.
8	Quine [he/him] is a **weaver veteran*** here on a diplomatic mission and hoping to curb the Steel Jaw's activities in the western parts of the jungle.



THE MILD MEADOW

South of Twiniver, the Mild Meadow is the most dangerous region of the jungle. Whoever named it certainly liked irony. A tangle of thick vegetation, the Mild Meadow is home to the strongest monsters the jungle has to offer. The trees grow so close as to be almost impassible. Hidden sinkholes covered in moss and branches are waiting to swallow you up. Any paths cut here are reclaimed by the jungle within days or even hours. The few clearings are littered with the bones of those foolish enough to enter the Meadow.

The Mild Meadow is eerily quiet compared with the rest of the jungle, as there is no birdsong. During the frequent rains, only the pattering of raindrops on leaves fills the air until a death screech or howl of pain rings out, signaling the Meadow has claimed another victim.

No one comes to the Mild Meadow without a good reason. Some, like the Cagers from Twiniver or the warrior chefs from Pyrite, come here to hunt the dangerous creatures for sport or feasting.

An Aluring Flower Siren

EXPLORING THE MILD MEADOW

The Bone Bank. The largest open space in the Mild Meadow, visible from the tallest buildings in Twiniver on a clear day, is known as the Bone Bank. This clearing is ringed with hundreds of thousands of bones and automaton parts piled up in a rough circle. The reason for this clearing is a mystery, but some Cagers report that they've seen monsters arranging the bones here.

Brag Rock. Just inside the Mild Meadow is a tall octagonal pillar of rock that juts from the forest floor. Its surface is covered in circuit-line-like carvings, and it is surrounded by weather-worn children's toys. The teens of Twiniver use this rock for an informal coming-of-age ceremony. If you can survive a trip to the rock, leave a precious item from your childhood at its base, and return home without getting eaten, then you earn ultimate bragging rights. Given the Mild Meadow's many dangers, few even attempt this reckless challenge, and fewer still succeed.

WHAT LURKS IN THE MILD MEADOW

Although every manner of monster from the Bellowing Wilds can be found here, powerful ones like **hooded reapers***, **flower sirens***, and **moss wyverns*** are more common here than anywhere else. The Mild Meadow is also home to many ancient automatons. **Watchers*** stand guard over crumbled buildings, **shadow walkers*** and **chargers*** patrol the wilderness, **fixers*** scour the scrap heaps to repair their fellow automatons, and even the enormous **eradicators*** move about. Fights between automatons and creatures are frequent, and the Mild Meadow is littered with the remains of beasts and mechs alike.

I decided to make the Bellowing Wilds deadlier here. You're welcome!

MILD MEADOW ENCOUNTERS

d8	Encounter
1	A **cager*** and their summoned creatures are in a ferocious battle with a huge **moss wyvern***. They yell out promises of gold for help bringing the monster down without killing it.
2	For just a moment, a gray elf covered in yellow lines (**foreclaimer scout***) appears in the thick brush before they disappear back into the jungle.
3	A group of teens trying to reach Brag Rock have been cornered by a **hooded reaper***. The teens desperately need help but are trying to act cool and unbothered.
4	Two **shadow walkers*** on patrol are hidden in the tall grass.
5	The distressed cries of a child haunt the otherwise silent Meadow. The source of the noise is actually a **flower siren*** hoping to catch its next meal.
6	Two **watchers*** stand in front of a pile of bones and attack any creature that comes within striking distance.
7	1d4 **fixers*** repair an **eradicator*** that is missing some of its spines.
8	A malfunctioning **charger*** has been adopted by a pack of **thistlewolves***. Together they are fearsomely effective hunters, even striking at travelers beyond the Meadow.

Avery Howett

Velgari Shines Like Jewels in the Dawn Light

VELGARI: SPIDER SANCTUARY

Suspended above the Attercop Canyon in a web of thousands of intricately woven silk ropes is the monastic town of Velgari, home of the Araknights and weavers. It is only accessible by a long, spindly bridge that connects the town to the canyon's edge.

Velgari is one of the most beautiful cities in the jungle. The round buildings sparkle like drops of dew on the massive spider web. Dedicated pilgrims, acolytes-to-be, and merchants looking to trade in valuable silks arrive frequently. But visitors must be careful as Velgari was built to accommodate the spider-like Araknights and their acrobatic weavers; Velgari is conspicuously free of banisters and safety rails, leading to some hapless souls plunging off the edge and into Attercop Canyon.

At the center of Velgari, a sequoia tree grows, impossibly suspended, with its roots hanging bare below the town. Beside the tree is an impressive temple dedicated to the nature goddess Generisa. Smaller temples to the other gods line every street, and open plazas serve as spaces for acolytes and weavers to practice their fighting, spinning, and fiber arts, believing their skills are essential to serve the gods.

Welcome to an arachnophobe's hellscape!

HISTORY OF VELGARI

Less than a century ago, the last Araknights of the Bellowing Wilds and their weavers were on the verge of disappearing completely, with only six Araknights left residing in a small outpost. Their fortunes turned when a plucky kobold named Camari [she/her] and her group of adventurers were attacked by bleeders near the canyon. One of the few remaining Araknights, Moirai, came to the group's aid.

Moirai and Camari recognized each other as kindred spirits and struck up a deep friendship that eventually reshaped the outpost into the town of Velgari. The pair encouraged pilgrims to visit their temples, scholars to study their tapestries, and merchants to buy their silks. Their openness attracted visitors and eventually permanent residents, allowing the devotional Velgari to establish itself as a prominent spiritual hub in the Bellowing Wilds.

Generisa's Holy Symbol

Vanessa Wei & Mariya Sviridova

LEADERS: VELGARI'S ARAKNIGHTS

The Velgari Araknights were created by Generisa to act as generals. During Generisa's War, she stationed a battalion of Araknights and weavers near Attercop Canyon, but when the fighting stopped, the surviving Araknights retreated to Attercop Canyon. Today, the remaining Araknights dedicated themselves to maintaining the harmony and balance of the jungle as penance.

While there were once hundreds of Araknights stationed in the Bellowing Wilds, only five remain:

- **Opi** [he/him] is an imposing gladius Araknight. He is one of the wisest and most powerful of their order. Opi, identifiable by his very official-looking little hat, leads the town and oversees the fighting arts. He transforms humanoids into weavers who share his practical outlook.
- **Moirai** [she/her] manages diplomatic relations, including trade and the assignment of weaver diplomats. She is a nimble acrobatios Araknight and has created the largest number of weavers out of all of the Araknights in Velgari. Her weavers tend to be disarmingly cheerful and good at outwitting opponents.
- **Frigolda** [they/them] is a flamboyant sicario Araknight who expresses their love for the goddess Generisa through art and song. They often explore remote parts of the Bellowing Wilds in search of inspiration and can occasionally be found performing in Breckart's Glacier Hall. Their weavers have a reputation as dreamers.
- **Saula** [she/her] manages weaving, spinning, and thread work, as well as the Velgari historical archives. She is an elegant acrobatios Araknight, and the weavers she creates are likely to be outsiders given that Saula is the most accepting of acolytes leaving a dark past behind.
- **Bregan** [he/him] is a reserved sicario and the most religious of all the Araknights. He is rarely ever seen in Velgari. Instead, he spends much of his time in the jungle, tending to forgotten shrines. His weavers have a reputation for independence, as Bregan is rarely there to guide them.
- A lost sixth Araknight, **Kaydi** [he/him], was a tough gladius. He disappeared while on a mission to Alchemist's Quarry recently and hasn't been seen since. The gladius weavers he created still mourn the loss of their mentor, and many of them have left Velgari against the wishes of the other Araknights in hopes of finding Kaydi or uncovering what happened to him.

If you want to know what happened to Kaydi, you'll have to read **Part 7: Fool's Gold All QUACKed up**. GM's eyes only!

ARAKNIGHTS AND WEAVERS BEYOND THE BELLOWING WILDS

Araknights are found across Ambria but rarely travel outside the region they protect. However, distant colonies of Araknights do send their weavers on diplomatic trips. Weavers from beyond the Wilds are enthusiastically welcomed in Velgari. Regardless of which Araknight created them, weavers consider other weavers part of their community.

THINGS TO SEE AND DO IN VELGARI

The Web Market. Velgari's market district, known as the Web, hums. Shops here are marked by colorful silk sunshades, with different colors marking each kind of shop. While spider silk in Velgari is primarily used by the locals for spiritual and artistic purposes, excess silk is sold to traveling merchants at a high price.

Best silks in the Bellowing Wilds! Minus the tiny spiders with every purchase...

Bye-Bye Bungee Jump. The Bye-Bye Bungee Jump is primarily used in acolyte training to help trainees overcome vertigo and prepare themselves for the transition to a weaver's agile body. Spectators can watch jumpers plunge into the dark depths of Attercop Canyon before bouncing back up. If you're brave or foolish, you can pay a fee of 1 sp to have a go.

The Orb District. While most of Velgari is open to outsiders, only the Araknights and weavers are allowed into the Orb District. Taking up around a quarter of the total square-webbage of Velgari in the northeastern portion, the Orb District houses the Araknights as well as their central command. This is also where the holiest observances of the Araknights are carried out, including the Ritual of Weaving, the ceremony in which chosen acolytes are reborn as weavers.

Silken Scholarship. Scholars are granted access to Velgari's immense collection of ancient silk tapestries that are stored in secure archives within the Temple of Generisa. Depicting historical events–events so old as to be now considered legends, these woven historical records are rivaled only by the first-hand accounts of the Araknights. Some of these tapestries were crafted by Araknight, while others were made by their weavers. The exploits of the greatest adventurers today may well inspire the tapestries of the future.

HIGHLIGHTS OF THE VELGARI ARCHIVES

d6	Hanging Histories
1	A huge tapestry depicting Generisa planting a saberwolf heart into the chest of General Dabrious.
2	A shell-beaded tapestry honoring the twin sea gods, Haisea and Kaisea.
3	A silk textile portraying the Felsen Mountains and the first meeting of the Araknights and the mohsnians.
4	A huge needlepoint illustrating the gods' divine familiars sewn onto a map of Ambria.
5	A faded wall hanging picturing Xeros striking Zazryx. In the background are tall, shadowed figures with crystals in their chests.
6	A huge tapestry on public display in Generisa's Temple. Its top half shows Generisa creating the Araknights, while the bottom half shows the Araknights creating the first weavers.

TEMPLES AND SHRINES

Velgari has at least one temple dedicated to each of the gods. Every home has at least one shrine, and you'll see small offering altars along the town's webroads. Velgari's most notable temples include:

- **Generisa's Temple.** Generisa's Temple is by far the largest building in Velgari. The temple is so large that the webbing around it dips significantly. Thousands of years old, the temple is in excellent condition and holds a breathtaking collection of ecclesiastical artifacts and numerous tapestries. A sequoia tree, sacred to Generisa, grows beside the temple. The tree is considered a miracle as its roots dangle in midair below the town, and it doesn't require soil to grow.
- **Stella's Shrine.** Behind a busy temple dedicated to Solis is the almost forgotten shrine of Stella. The Araknights remember when Stella still shone in the Ambrian sky. Out of respect for her, they maintain this shrine. It is considered unlucky to make offerings here, so the altar sits empty, and the shrine is bare of decorations.
- **Deep Sanctum of Nothing.** The shrine dedicated to Nothing is not located in Velgari but in the canyon walls below the town. It is a labyrinthine network of passages carved into the stone and can only be reached by climbing down a silken rope. Pilgrims enter without any light, seeking to be blessed by Nothing. Those who receive the blessing are visited by strange and powerful visions in the sanctum's darkness.

ALLIES AND RIVALS

Although they rarely engage directly in the happenings of the jungle, preferring diplomacy, the Araknights are respected or feared by many in the Bellowing Wilds. Velgari and Breckart have good relations as the Araknights respect the natural power of the cryodons. Glenshire is also highly regarded by the Araknights and often held up by Velgari as an example of how settlements in the Bellowing Wilds could live by non-destructive principles. The Araknights have surprisingly good relations with Gresh and Hero's Ascent. They see the dragon as a natural predator and part of the Bellowing Wilds' ecosystem. The weavers of Velgari have positive trading relationships with the mohsnians of Granite, trading silks for gems. Both people love to adorn themselves with beauty and exchange the latest fashions.

Velgari is opposed to how the Bearon runs Rascam. Concerned with Rascam's rapid growth, Velgari doesn't want to help further Rascam's expansion. Though it is a lesser concern than Rascam, the Araknights are troubled by Twiniver's Cagers' poaching of the jungle's beasts and how this disrupts the natural balance.

Velgari has terrible relations with Alchemist's Quarry, so much so that residents of Velgari are prohibited from entering Alchemist's Quarry. The Araknights are aware of Quinn-Ora's subjugation of the beastfolk, but Velgari's last attempt to learn more led to the disappearance and possible death of Araknight Kaydi. Since then, the Araknights have not dared venture to Alchemist's Quarry and have forbidden their acolytes and weavers from doing the same. Even so, many weavers are keen to discover what happened to Kaydi and are willing to take extreme measures if needed.

VELGARI QUEST HOOKS

d8	Quest Hook
1	Moirai (acrobatios **Araknight***) is meeting with a representative from Rascam to discuss the city's expansion plans. Some weavers think that they should appease Rascam in the hopes that Rascam leaves them alone once and for all. Others think that Velgari should challenge the city's expansion with everything they have.
2	A tiefling **acolyte** named Tact [she/her] has had a vision of the party exploring dark caverns. Now she wants them to accompany her to the Deep Sanctum on a holy mission from the god Nothing.
3	A young gladius weaver called Kelani [she/her] says she plans to go to Alchemist's Quarry to find out the truth of what happened to Kaydi. Opi needs help dissuading her.
4	A **flower siren*** has sprouted in the Temple of Generisa. Some believe it has the gift of prophecy. Others believe it is just hungry.
5	Frigolda has lost a key prop for their upcoming performance in Breckart and must find a replacement.
6	There are rumors that a powerful artifact rests at the bottom of Attercop Canyon, among all the other things that have been dropped down there over the years.
7	An acolyte died during the Ritual of Weaving, and some believe the ceremony was sabotaged. The acolyte's rival, who was not chosen for the honor, is the prime suspect but insists they are innocent.
8	The entire town shakes and sags as one of the strong threads holding it to the side of the canyon is cut clean through by a mysterious cloaked figure riding on the back of an **eradicator***. The rider declares that they will cut the whole town loose if they aren't paid a massive ransom.

Sicario Weaver

Avery Howett

CHARACTERS FROM VELGARI

Velgari is home to folk of all kinds. As it is home to the Araknights, Velgari has the largest population of weavers, though only around one in one hundred residents is a weaver. Velgari trains clerics and paladins devoted to all the gods, though the majority dedicate themselves to Generisa. Both weavers and non-weavers can receive training as monks. Velgari also has strong artistic traditions, and many bards come here for training, particularly with stringed instruments.

If your character comes from Velgari, consider the following questions:

- Religion plays a major role in daily life in Velgari. What are your attitudes toward the gods? How do you feel about the Araknights who serve them?
- If you are a weaver, which Araknight transformed you? Are they one of the six Araknights from Velgari or from a community in a distant land? Have they sent you out on a quest, or have you set out on your accord?
- If you aren't a weaver, do you have ambitions to become one? Did you try to become a weaver but were rejected? Or do you want nothing to do with the Araknights and their ways?

VELGARI NPCS

d8	NPCs
1	Half-elf Ejike [he/him] and dragonborn Uzair [he/him] are two acolytes trying to impress Opi during a showcase of fighting arts and combat dances held in honor of Xeros.
2	Zola [she/her] is an armadillo **beastfolk warrior*** and agent of the Freehand League. She is hoping to gain the support of the Araknights in the League's work against Quinn-Ora.
3	Cassius [they/them] is a halfling acolyte who sings a haunting hymn to Solis as the sun rises each morning. They have a deep sadness in their heart whenever they look at the lone sun, but they do not know why.
4	Starlight [they/them] is a diamond mohsnian from Granite. They are here to trade gems for silk and have many friends in Velgari.
5	Lupi [she/her] is an elderly acrabatios weaver who works in the archives. She collects folktales and loves to give young folk knitted hats.
6	Berro [she/her] is a young half-orc born in Velgari. She is torn between stepping onto the path toward becoming a weaver by becoming an acolyte or leaving Velgari to see the world beyond.
7	Rys [they/them] is a tiefling **acolyte** preparing for their Ritual of Weaving and saying farewell to their old life. They have a letter of thanks for their family in Rascam that they'd like delivered.
8	Grizella Rootfoot [she/her] is a middle-aged halfling weaver—the kind of weaver that weaves things, not the spider-person kind. She specializes in tapestries that record epic deeds and is looking for the subject of her next piece.

Goldenweb Armor

Avery Howett

THE UNNAMED LAKE

The Unnamed Lake is the largest body of freshwater in the Bellowing Wilds. It got its name from some of the earliest maps made of the Bellowing Wilds, and no one has bothered to change it. Essentially a massive hot spring, the lake is heated by nearby volcanic activity, and the water is always warm. It is safe to drink but has an eggy smell and aftertaste.

The lake thrives with life, and many travelers come to see what they can catch from its depths. Some insist there is a creature that lives deep under the waves, the mythical "Lakey, the Lake Monster." The stories of the cryptid don't stop plenty of people from fishing here, as the lake's rare fish can be sold at high prices all over the jungle.

HOOBERT'S TACKLESHOP, BAR, GRILL, INN, BOAT RENTALS, GENERAL STORE, AND MORE

An extremely industrious gnoll named Hoobert [he/him] runs the only "store slash inn" on the shores of the Unnamed Lake. Hoobert is small for a Gnoll, and he always wears a battered top hat that he thinks makes him look "fancy." His establishment is a ramshackle building that he is constantly expanding to accommodate his latest business venture. Hoobert hopes that one day the Unnamed Lake will be a popular tourist destination, but so far, most of his clients are Cagers, fisherfolk, or adventurers. He has a crush on Daphnia, one of the sea hags who often stays at the lake with her sisters.

HOOBERT'S PRICES

Goods & Services	Price
Rowboat rental	5 gp per day (plus 200 gp deposit)
One night's stay (shared dorm)	5 cp
One night's stay (private room)	1 sp
Fishing tackle	3 sp
Potion of water breathing	500 gp
Trident	3 gp
Trident of fish command	3500 gp

WHAT LURKS AT THE UNNAMED LAKE

Beasts A'plenty. The Unnamed Lake has plentiful opportunities to tussle with nature and take a beating. A rare breed of yellow **sharkhounds*** has adapted to the lake's waters, and **inkpot frogs*** here ooze a golden slime. **Hippopotamuses*** with serious anger issues populate the area, and the territory they don't control is filled with **giant crocodiles**. In the depths, **giant sea horses**, **swarms of quippers**, and **giant crabs** bob around merrily.

Hags on Holiday. Three **sea hag** sisters named Daphnia [she/her], Caddis [she/her], and Cristatella [she/her] regularly vacation on the shores of the Unnamed Lake. While they are on holiday, they aren't particularly interested in carrying out evil schemes. They're just here for a chill time—except for Caddis, who never passes up the opportunity to curse someone if the moment presents itself.

Lakeside Cagers. **Cagers*** come here to capture the lake's ferocious creatures. They go out on the lake at night looking for the lake monster, Lakey. Anyone who manages to capture Lakey would go down in legend as one of the greatest Cagers of all time. Whether Lakey is real or just a rumor remains unclear.

Let's Go Down to Drowned Town. Once there was a town where the Unnamed Lake now sits. When the area was suddenly flooded with a QUACKton of water, the town and its inhabitants were drowned, and the settlement was lost. Folk say those who swim down under the lake surface on the night when both moons are full will find an underwater town full of **skeletons** going about their undead "lives."

Great fuel for a Halloween one-shot.

UNNAMED LAKE QUEST HOOKS

d6	Quest Hook
1	**Hippopotamuses*** have destroyed Fruggy's [he/him] boat. The dwarf **cager*** needs help repairing it so he can get back on the water and get revenge.
2	On a moonless night, the **skeletons** from the drowned city march up onto the land. A figure in a strange helmet—the *helm of Thsklmxklmhtt**—leads them and carries a bloody, dripping flag.
3	Re'Mats [she/they], a **lizardfolk** fisher, swears she saw a creature almost as large as the lake itself one stormy night. She believes it was one of the gods' divine familiars.
4	A lone **sharkhound*** pup is crying on the shore, cornered by a **giant crocodile**.
5	Curio [he/him], a half-elf wizard, needs help slaying four **giant crabs** to obtain the components he needs to create a *crab king's claw**.
6	Hoobert has worked up the courage to tell Daphnia how he feels but first wants to get her a gift. He's offering a *potion of water breathing* in exchange for something suitable.

HIPPOPOTAMUS

Avery Howett

Snoot and Mr. Biznez "Welcome" you to the Underground

UNDERGROUND

Beneath the surface of the Bellowing Wilds, there is just as much life, death, and danger as in the jungle above. The land is riddled with caves and tunnels, both natural and constructed. Many of these are home to goblins who live in sprawling subterranean settlements throughout the Wilds. They have lived in the jungle for thousands of years, but today they are rarely seen by anyone above ground.

HISTORY OF GOBLINS IN THE BELLOWING WILDS

Goblins, bugbears, and hobgoblins used to live above ground in the Bellowing Wilds until the beings the goblinoids came to call the Shining Ones appeared. These tall, humanoid creatures who glowed with a strange light drove the goblinoids underground. There, the goblinoids drew the attention of the god Nothing. It offered the goblinoids protection from the dangers of the surface world in return for worship.

Sad Farewells. Several hundred years after the Shining Ones vanished from the world above, most bugbears and hobgoblins chose to leave the caverns and take their chances on the surface once more. Meanwhile, the goblins, who had suffered the greatest losses at the hands of the Shining Ones, dug into their underground way of life, where they remain today. Today, goblins still remember their departed goblinoid kin wistfully, choosing to believe that the bugbears and hobgoblins all died when they left. The fact that this is entirely untrue doesn't stop goblin adults from living in denial and telling children chilling tales of how foolish and dangerous it is to go above ground as the bugbears and hobgoblins did. Even if faced with a living bugbear or hobgoblin insisting that they are very much alive, most goblins still sadly lament about how sad it is they're all dead.

HOME

Goblins refer to anywhere they live as Home. They consider their entire system of tunnels and caves to be a single community, even though pockets of goblin civilization might be blocked off from one another by cave-ins for years. The frequent earthquakes in the Bellowing Wilds cause sections of Home to crumble or fill with boiling water. Therefore, goblins prize portable possessions rather than architecture. Home is where goblins are, not buildings.

Dangers in the Depths. Although most goblins believe remaining underground is safer than life on the surface, they still face many dangers. Unstable tunnels claim many goblin lives, as do subterranean monsters such as the monstrous snake-like hooded reapers. Goblin life is precarious, so their young are cared for communally. The goblins of the Bellowing Wilds consider everyone's safety to be everyone's responsibility and act like one big family. However, the most common ways for goblins to express this love are teasing and pranks. What might seem to outsiders like bullying is a form of social bonding for goblins.

If a goblin wipes their earwax on you, you've made a friend for life.

Aviv Or

Nothing Good. The goblins of the Bellowing Wilds mostly worship Nothing, the god of the underground and darkness. For the goblins, sunshine is synonymous with evil and destruction. Home is not illuminated, partly because goblins can rely on their darkvision and partly out of respect for Nothing and its holy darkness. As they mostly spend their lives seeing in shades of gray, color is not considered important in goblin art. Instead, texture and scent are highly valued.

Gadgets and Gizmos. Goblins love to engineer and experiment, focusing on practical life improvements and keeping the tunnels of Home from caving in. Home is designed to allow all goblins to move around without barriers. There are very few stairs or narrow passages. Instead, Home is riddled with wide, smooth ramps with plenty of handholds and elevators. Scents are used to mark tunnels and warn of dangers.

Daily Life. Those rare goblins who show excessive bravery are encouraged to become hunters, risking trips to the surface to gather resources. These expeditions usually happen at night, as goblins consider the sun a foul, unholy horror. Goblins who lack a talent for engineering or the bravery to go above work as miners or farmers in the mushroom and slime farms. Goblin cuisine is an acquired taste. The highest praise a goblin can give a meal is to describe it as snot-like.

Outsiders. Goblins are usually highly suspicious of everyone who lives in the sunlight. However, they will sometimes trade with other folk beneath the ground. Dwarves and kobolds are considered suitably subterranean, though goblins will usually insist that anyone they parley with swears an oath of secrecy to Nothing, promising never to speak of them to anyone on the surface.

LEADER: MR. BIZNEZ

Mr. Biznez [he/him] is the bravest and most reckless goblin in the Bellowing Wilds. He has led many expeditions to the surface and survived. He wears a snazzy necktie to show everyone that he's the boss. Mr. Biznez has a prosthetic leg and is missing an eye. On one of his expeditions, he rescued a dire wolf cub. Mr. Biznez raised the dire wolf as his loyal companion and mount, naming him Snoot. Snoot is a very good boy and wears a necktie and eye patch to match his beloved boss. Snoot's favorite kind of chew toy is anyone who threatens Mr. Biznez.

Chief Champion. As the goblin champion, Mr. Biznez defends his people with all his might, swinging into battle against any foe to allow others to escape, no matter how overmatched he might be. His opinions carry a lot of weight in goblin society, even though many consider him foolishly bold, but almost all goblins respect his big boss energy.

Means Business. Mr. Biznez has seen more of the world above than most goblins. He believes that it is time for goblins to explore aboveground. He's not afraid to start a little trouble with the folks who live up top and dreams that one day they will all know and respect the name Mr. Biznez. He particularly hopes that the Shining Ones are still up there somewhere so that he can kick the ever-QUACKing QUACK out of them.

CHARACTERS FROM UNDERGROUND

Most of the people who live underground in the Bellowing Wilds are **goblins**. However, there are a few **kobold** warrens, particularly in the Swamp-Rock Mountains. Clerics and paladins devoted to Nothing often spend time in meditation in the underground's holy darkness. Some rangers specialize in exploring the dangerous caverns of the Bellowing Wilds.

UNDERGROUND NPCS

d6	NPCs
1	Snapchalk [he/him] is a **goblin** engineer and is responsible for Home's lever and pulley system that's used to transport heavy or bulky items.
2	Tuftytop [she/her] is a **goblin** chef. She has heard legends of mysterious things called "spices."
3	Brickbreak [they/them] is a **goblin** tunneler. They choose the smell and placement of scent markers, and they deny placing the most rancid smells at locations where people they don't like hang out.
4	Haihai [she/her] is a **kobold** merchant from Glenshire who trades with goblins. She knows a goblin settlement is nearby but is sworn to secrecy.
5	Ivona Inkhand [she/her] is a **hobgoblin** historian who has come to Home to convince the goblins that hobgoblins and bugbears still live. So far, she's been unsuccessful.
6	Julias [they/he] is a dwarf cryodon guide (**scout**). Together with his **cryodon*** partner Mreep [she/her], they are mapping a cave system.

WHAT LURKS UNDERGROUND

The snake-like **hooded reapers*** are one of the most dangerous predators underground. If you see a glow in the darkness, it's probably already too late for you. Volcanic activity makes magma caverns perfect habitats for **magmins** and **magma mephits**. Areas close to ancient subterranean ruins can be infested with zombie-like **crystalsires***. Oozes such as **ochre jellies** and **black puddings**, and fungi like **shriekers** and **violet fungus** also thrive down here.

UNDERGROUND ENCOUNTERS

d6	Encounter
1	An earthquake shakes a tunnel causing rocks to fall and split the party. On one side of the blockage, cold water is starting to seep into the enclosed space.
2	A **cebranith*** has taken over a young **goblin** named Dribblet [he/him] and is puppeting him toward the surface against his will.
3	1d6 **magmins** are gathered around a volcanic vent, dancing and letting off sparks.
4	A goblin named Smellybean [she/her] leads a **black pudding** on a leash through the tunnels to clean them.
5	Two **crystalsires*** are prowling the ruins of an abandoned goblin fortress.
6	A **hooded reaper*** has laid its eggs in a cavern. Soon they will hatch, and the reaper is on the hunt for meat to feed its babies.

CHAOS ZONES

As if the Bellowing Wilds weren't already unpredictable enough, the jungle is peppered with areas where the rules of magic have become distorted. These Chaos Zones can be any size and fluctuate in shape and location. Some last for moments, and some persist for decades.

Strange Signs. Some Chaos Zones warn you of their nature through the strange colors and shapes of the plants that grow there. Others have no visual sign at all but might have a persistent smell or give you a peculiar tingling sensation as you move through the space.

I always feel it in my tail... then I know some weird s-QUACK is about to happen.

So Random. Attempts have been made to map the zones, but given their chaotic nature, they are constantly on the move, and no pattern has yet been found for when and where they pop up. Some scholars believe that they are a natural phenomenon, while others think they are a remnant of the shattered power of [redacted]. Either way, they are best avoided if you want to survive. Whenever they have occurred within settlements, Chaos Zones have caused massive damage. Therefore, major settlements such as Rascam employ wizards who are experts in abjuration to keep Chaos Zones away. Whether these wizards are effective or they are just lucky that Chaos Zones haven't popped up on their watch is a matter for debate.

Chaos Surges. Magic is unreliable in Chaos Zones. Any spell cast inside a Chaos Zones causes a Chaos Surge (see **Appendix G**). Expending a charge of a magic item has a 50% chance of triggering a Chaos Surge.

Touched by Chaos. Even if you get out alive, you can find that a Chaos Zone has changed you, leaving you with a cursed soul or a permanent curse (see **Character Creation: Backgrounds** and **Appendix G**). Some lucky people—or perhaps unlucky— emerge from Chaos Zones as concentrated chaos sorcerers (see **Character Creation: Subclasses**).

SIGNS OF A CHAOS ZONE

d8	Sign
1	All humanoids in the zone can only speak in Gnomish. Those who don't already know Gnomish don't gain an understanding of it.
2	Floating numbers appear above the head of creatures in the zone, representing each one's current level of vitality.
3	Whenever a creature in the zone touches a weapon, a duck appears on the creature's head.
4	A second white sun hangs in the sky above. All magical or nonmagical timekeeping instruments appear broken.
5	The ground becomes soft and spongy. Any investigation reveals it is made out of chocolate cake.
6	Dramatic music plays from an unknown source.
7	The colors of all the plants are inverted so that green leaves become red, yellow flowers become purple, and so on.
8	Massive colorful polyhedral structures are scattered across the landscape. They disappear whenever a creature gets within 10 feet of them.

CHAOS ZONE ENCOUNTERS

d8	Encounter
1	A **hooded reaper*** and a **moss wyvern*** are engaged in a debate about the sentience of humanoids. They are both speaking Common, and the reaper is wearing a tiny blue bowler hat.
2	The bonds between creatures become twisted. Friends begin to see each other as mortal enemies and vice versa. When an affected creature takes damage, the effect ends for it.
3	The leaves of jungle plants all around turn into *sticky scrolls** of various spells. The scrolls' spells cast by themselves, targeting the nearest creatures. Grabbing a scroll and succeeding on a DC 14 Charisma check prevents the spell from being cast.
4	Corpses dressed in fine clothing rain from the sky. If they are touched by a living creature, they rise as **zombies**.
5	Creatures begin to float as if under the effects of *reverse gravity*. A pack of flying **sharkhounds*** attack.
6	The zone teleports all creatures, objects, and plants inside it to a random location chosen by the GM.
7	Anything a creature thinks of appears in front of them and lasts for as long as they think of it.
8	Any plantlife that is stepped on cries out in pain before turning into a **thistlewolf*** and seeking revenge.

THINGS GET QUACKING WEIRD IN CHAOS ZONES

Liam Gregg

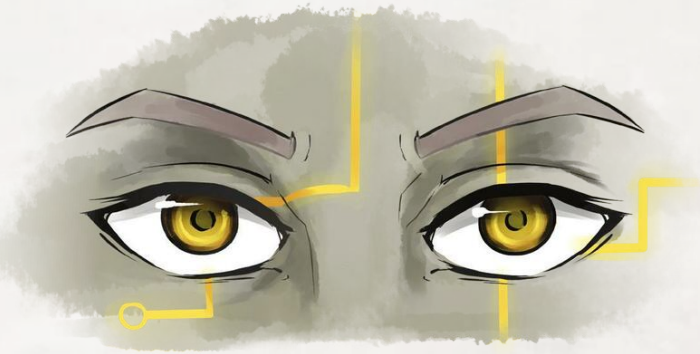
PART 6
THE FORECLAIMERS

The foreclaimers are a race of people who once lived in the Bellowing Wilds but evacuated the region around 3,000 years ago. The traces of their civilization lie at the heart of many mysteries in the jungle and were at the heart of the original Fool's Gold campaign.

This chapter reveals the truth behind the foreclaimers. **Secret History of the Foreclaimers** covers the creation of the foreclaimers, the height of their power, their downfall, and where they are now. **Foreclaimer Culture and Technology** details their ways of life and powerful technological innovations. **Seelia: Petrified Planet** describes the alien world of Seelia, where the foreclaimers escaped to after fleeing Ambria. Finally, **Playing a Foreclaimer** details the foreclaimers as a player character race and how to integrate them into a campaign.

A lot of the info in this chapter is for GMs' eyes only!

Information about the foreclaimers was not common knowledge for most people on Ambria in the original Fool's Gold campaign or at the start of the **Fool's Gold All QUACKed Up** adventure. How much of the information about the foreclaimers you choose to share with your players depends on the type of game you want to run. There are many ways to include foreclaimers in your game. To recreate the suspense of the original Fool's Gold campaign, allow players to discover the foreclaimers' history as your game plays out. Alternatively, if you want to play a game set after the events of the original Fool's Gold campaign, as seen in Dingo's videos, your game could involve foreclaimers returning to Ambria, with foreclaimers playing a major role from the beginning of the game. You could also play a game with an all-foreclaimer party set on the world of Seelia. Discuss with your players how you as a group want to incorporate foreclaimers into your unique version of Fool's Gold.



Foreclaimer Eyes

SECRET HISTORY OF THE FORECLAIMERS

CREATION AND EARLY HISTORY

With the arrival of Xeros and Zazryx, Ambria had plenty of Anahael protecting it, giving Stella time to indulge in her role as the goddess of innovation. She had an ambitious plan to create mortals who could defend their planet from the devouring force of the Nix themselves. She knew that the Nix were legion, and if life spread throughout the cosmos, eventually, there wouldn't be enough Anahael to defend every world. However, if she could create a species resourceful enough to thwart the advances of the Nix on their own, they could be used as a template for resilient life on other planets. Then life could spread throughout the cosmos without fear of the Nix. Stella was confident in her abilities to guide her creations to success and do a better job than [redacted] or Generisa had with their mortals.

Stella's Elves. Stella wanted her new people to embody everything she considered most worthwhile—efficiency, ingenuity, progress, curiosity, and ambition. She chose a dangerous jungle that would come to be known as the Bellowing Wilds as the site for her project, wanting her creations to be challenged by the dangerous environment and thereby grow strong. Seeing how the elves created by Generisa continued to thrive despite their patron god's disdain, Stella used them as a template for her new race, which she dubbed the foreclaimers. The foreclaimers shared the general physique and pointed ears of their elven cousins, but Stella crafted them to be stronger and tougher. Stella encouraged their society to value traits that she deemed important, such as logic, determination, and practicality.

Early Successes. At first, the foreclaimers were everything Stella had hoped they would be. Almost as soon as she placed them in the jungle, they began adapting it into a suitable home. The dramatic transformation of the jungle drove the goblinoids who lived there underground. They hid from the foreclaimers, who they called the Shining Ones because of their link to Stella. Meanwhile, the foreclaimers tamed monsters, distilled poisons from the plants, and began to build their mega-city, Stellandi. Following Stella's teachings, the foreclaimers prized the concept of efficiency, and this ideal guided them in every task they undertook. Stella visited her creations frequently, inspiring them to new heights of innovation and shaping their development.

The early foreclaimers were content to stay within the boundaries of the jungle. There were plenty of fascinatingly deadly plants and animals for them to investigate and tinker with. The foreclaimers wanted to know how everything worked, from the staining poison of the humble ink pot frog to the bioluminescence of the snake-like hooded reaper. Unfortunately for such creatures, the foreclaimers found the most efficient way to understand something was to take it apart.

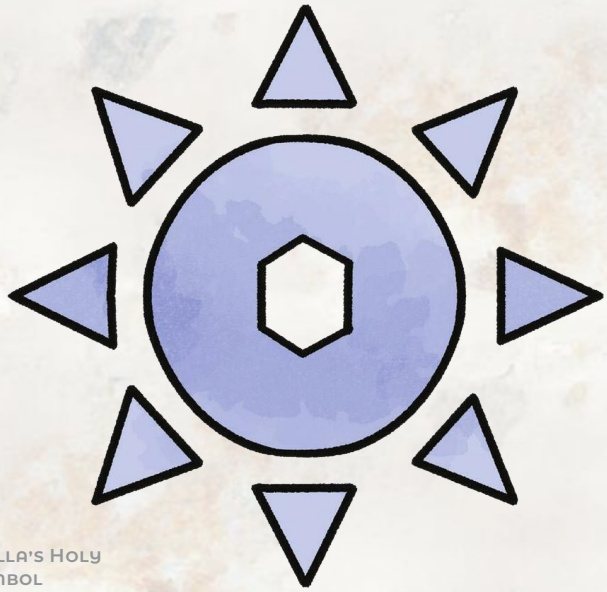
Justin Chan & Jenna "Dingo" Woldenga

The Abduction of Girivor. Stella's experiment succeeded past her wildest imaginings. Through Stella's assistance and their own ingenuity, foreclaimer society evolved rapidly, combining science and magic to create wondrous technologies that eventually rivaled the gods' powers. As the foreclaimers grew stronger, the other gods began to worry about the success of Stella's pet project. These concerns were proved legitimate when in a brazen display of heresy, the foreclaimers captured Haisea's divine familiar, Girivor, the enormous sharkhound. The foreclaimers removed samples of Girivor's body and used his genetic material to create a breed of smaller sharkhounds for themselves. Girivor eventually escaped and returned to the sea, seeking the comfort of his master.

Haisea, furious that his precious pet had been harmed, threatened to rise up and drown the entire Bellowing Wilds in a tidal wave. But Stella defended her creations, rationalizing that the foreclaimers simply admired Girivor so much that they wanted to make creatures in the sharkhound's image. She also reminded Haisea and the others that without her, all of Ambria would have fallen to the Nix long ago, so they should really let this little oopsie slide. Haisea backed down on the understanding that Stella would keep her foreclaimers in line but warned that he would drown any foreclaimer that dared come near Girivor again.

Hoping to protect her creations from celestial wrath, Stella went to the foreclaimers and asked them to pretty, pretty please never hurt any of the gods' familiars again. The foreclaimers agreed, but their leader, Emperor Diossol, began to doubt his goddess. She had always pushed them to seek knowledge no matter the cost, but now she asked them to restrain themselves. Diossol wrestled with this contradiction with great consternation.

Araknight Watchdogs. Not trusting Stella would keep her new humanoids in check, the regrown Generisa tasked some of her remaining Araknights with keeping watch over the Bellowing Wilds. However, mindful that the world had not yet forgotten or forgiven her for the war she had waged, Generisa instructed the Araknights not to take action against the foreclaimers but just to watch and wait. The huge spiders established a base in the Attercop Canyon and began their vigil. They witnessed the foreclaimers growing stronger and more advanced as Emperor Diossol pushed them to greater technological heights.



Stella's Holy Symbol

THE DESTRUCTION OF STELLA

Perhaps inevitably, the foreclaimers' curiosity eventually turned toward their creator god. Just as they had taken creatures apart to see how they worked, foreclaimer scientists began building a machine that could do the same to gods. This project was ordered by Emperor Diossol I. After Stella had scolded him for the abduction of Girivor, he had come to believe his people had outgrown their creator.

Combining divine and arcane magic with their technology, foreclaimer scientists built the Sun Extractor deep beneath the ground. Stella was impressed and excited as the foreclaimers deceived her into believing they were finally building a strong weapon to destroy the Nix as she had always wanted. When they turned the device on her instead, the Anahael was completely unprepared.

Stealing Stella's Power. The foreclaimers sucked Stella and her sun out of the sky and down into their machine. The Sun Extractor transformed her energy into a physical form. Half of Stella's power was crystalized into a physical form called solar crystals. The other half of Stella's power was reserved in the Bi-Gem Station for another top-secret project that would not come to fruition for hundreds of years. Deep underground, foreclaimer scientists began work on Project Xanu.

Divine Consequences. The Anahael were furious at the murder of Stella—especially Xeros, the most martial of the Anahael and Stella's husband. As he was prohibited by Lux's law from harming mortals directly, Xeros demanded that [redacted] do something to wipe the foreclaimers from the face of Ambria.

The Dire Tarrasque. [redacted] feared that the Anahael might abandon their posts defending his world from the Nix if he didn't do as Xeros asked. So, he created a monster of pure destructive force, the dire tarrasque. It was impervious to almost all magic and driven only by a desire for carnage. As soon as [redacted] dropped his tarrasque into the Bellowing Wilds, it began tearing its way through Stellandi like an overwhelming natural disaster, if natural disasters had big teeth and claws.

However, the foreclaimers were more prepared and more powerful than the gods had foreseen. They used one of the solar crystals to trap the dire tarrasque, piercing the monster with massive magical crystal beams that pinned it in place. What had been a threat became a boon. The foreclaimers started harvesting and studying the tarrasque's endlessly-regenerating body parts.

I can imagine the gods just going, "I'm sorry... they did **QUACKing** WHAT?!!"

Dangerous Allies. Seeing them take down his ultimate monster, [redacted] was stunned by the foreclaimers' ingenuity. He began to ponder—if the foreclaimers could overpower both an Anahael and a dire tarrasque, maybe they could also protect Ambria from the Nix. Perhaps the Anahael weren't strong enough to protect his beloved Ambria, especially if one could be absorbed by mere mortals. The creator god also feared that the foreclaimers might seek revenge on him for siccing the tarrasque on them. So, [redacted]

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visited the foreclaimers and proposed a partnership. He would help the foreclaimers absorb the remaining three Anahael, and he would create new suns to light Ambria. In exchange, he asked that the foreclaimers use some of the power they stole to create a weapon powerful enough to defend Ambria from the Nix. Emperor Diossol loved this plan. The ludicrous amount of power his people had already harnessed from Stella made him greedy for more. Foreclaimer researchers began the work immediately on recalibrating the Sun Extractor to target the other Anahael while [redacted] distracted the rest of the pantheon.

[redacted]

The Unredacted Truth. A small group of foreclaimers did not agree with their Emperor's plan. They felt the uncompromising pursuit of perfection was leading their people down an imperfect path. So they prayed to other Anahael to intervene before Diossol could do any more harm. The three remaining Anahael were appalled not only at the foreclaimer Emperor's audacity but also at [redacted]'s betrayal. Xeros argued that death alone would not be a sufficient enough punishment for a god who plotted to murder Anahael. Zazryx, who always counseled mercy, wanted to understand how [redacted] could have come to such a choice before they did anything drastic. The final vote came down to Solis. Still mourning her sister's death, she sided with Xeros, and [redacted]'s fate was sealed.

The Obliteration Curse. Xeros caught [redacted] off-guard and used the Obliteration Curse, the Anahael's weapon of last resort against unruly gods. The Obliteration Curse not only destroyed the creator god but completely redacted [redacted] from the annals of history. His name was burned out of every book. Songs sung in praise of him became discordant and impossible to sing. No creature would ever be able to speak [redacted]'s name ever again.

The Duel of Justice and Mercy. Killing unruly gods was part of the Anahaels' duty as emissaries of the overgod Lux. However, killing mortals went against Lux's tenets. Despite this, Xeros wanted revenge against the foreclaimers. Armed for battle with his winged sword, Xeros landed in the Bellowing Wilds, ready to eliminate the foreclaimers. He was surprised to see the soft-hearted Zazryx standing in his way, their own sword drawn. The two exchanged words but could not compromise. So, the gods of justice and mercy fought until Xeros struck a mighty blow, slicing Zazryx's sword arm off. At that moment, the enormity of what he had done struck Xeros. The Anahael were not meant to fight each other; by doing so, Xeros and Zazryx had broken Lux's law. Xeros fled in shame and regret. Zazryx, wounded both by their injury and empathy for Xeros' pain, retreated from the site of the duel. He abandoned the duty of defending Ambria against the Nix to Solis alone, choosing to walk in anonymity among mortals instead. This left Solis alone as the only Anahael standing between Ambria and the Nix. Although she was anguished over the absence of her fellow Anahael, she stood steadfast as a light against the darkness, refusing to give in to despair.

[redacted]

THE GREAT CRYSTAL LEAP

The absorption of Stella was celebrated as a dramatic leap forward in technological advancement by the foreclaimers. With the solar crystals, they were able to push the boundaries of magic and technology further than ever before, creating new wonders and shaping the direction of their own development.

Producing Power Crystals. After the foreclaimers absorbed Stella, they considered absorbing another Anahael to gain more power. They could not locate Xeros or Zazryx, and absorbing Solis would plunge the world into utter cold and darkness, which even the foreclaimers saw as problematic. They opted not to absorb Solis fully but instead created a machine that could concentrate her sunlight to fuel *charged power crystals** without destroying Ambria's only remaining sun. The foreclaimers used one of the massive solar crystals to run the Power Crystal Production Site, which produced smaller power crystals to act as an energy source for new technologies and the foreclaimers themselves.

[redacted]

Augmentation and Empathy. Once power crystal production began, Emperor Diossol I decreed that every foreclaimer should undergo a procedure called augmentation when they reached adulthood. This procedure replaced their metabolism with a *charged power crystal**, greatly enhancing foreclaimers' physical and mental capabilities. However, it had side effects. The augmentation procedure suppressed empathic abilities in almost all subjects. When his scientists reported this finding to Diossol with concern, he ignored their warnings and had them silenced. The cruel Emperor saw the excision of empathy from his people as a positive thing. Without compassion holding his researchers back, he felt they could push the boundaries of science further than ever before, perhaps even to the point of perfection that Diossol longed for.

The foreclaimers who refused the procedure became some of the first victims of the augmented foreclaimer's new passionless cruelty as they took them apart to see if the reason for their "defects" could be identified. With their empathy dampened, most augmented foreclaimers no longer felt any guilt for killing their creator god or for plunging the rest of the world into the turbulent time known as the Dusk Age. While the rest of Ambria tore itself apart in the Umbra Wars, the foreclaimers flourished within the seclusion of their jungle home, advancing their arcane technology far beyond anything found elsewhere.

It should go without saying that empathy is not actually a "defect" or a "flaw."

Becoming the Bellowing Wilds. The foreclaimer's jungle became known as a place where those who entered would never be seen again. Anyone who dared to venture in was killed if they were determined to be a threat. The foreclaimers even took down a curious blue dragon who was flying over the area, shoving his soul into a crystal and dissecting his body. It was around this time that the jungle gained its name, the Bellowing Wilds, on account of the strange noises and screams that rumbled throughout it.

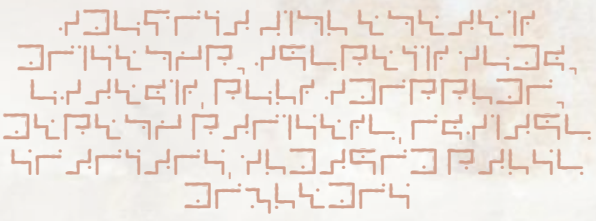
Soul Gems and Automatons. The improvements in crystal technology went beyond solar crystals and power crystals. Foreclaimer scientists developed soul gems, purple crystals with a resonant structure that could absorb the souls of living beings and transform them into usable energy. The fact that doing so destroyed the captive souls over time was of no concern to the augmented foreclaimers. They were used as the power source for the fleet of mechanical constructs created by the foreclaimers to carry out all manner of tasks for them. Since they needed to operate in the dangerous Bellowing Wilds, most automatons were highly weaponized.

Building the Portal. While the foreclaimers were confident in their ability to defeat threats such as the dire tarrasque or even the gods, they were also intelligent enough to know they needed a backup plan. Therefore, they designed an interdimensional portal at the center of Stellandi that would allow their people to retreat into another world should the worst happen. Foreclaimer researchers identified a world they believed to be ideal and calibrated the portal to open in a jungle there. They named this other world Seelia. However, they weren't able to test the portal, as opening it would require five solar crystals, and the researchers theorized that opening it could destroy this precious resource.

THE TRAGEDY OF XANU

While half of Stella's power coalesced into the solar crystals that drove the advancement of foreclaimer civilization, the other half of her power was kept aside for a special purpose. The foreclaimers did not want to be without a god entirely, but they wanted a god that would be as flawless as they strived to be. Stella had been insufficient. After all, a perfect god wouldn't have allowed themselves to be absorbed. Foreclaimer researchers set about creating a new god worthy of their worship.

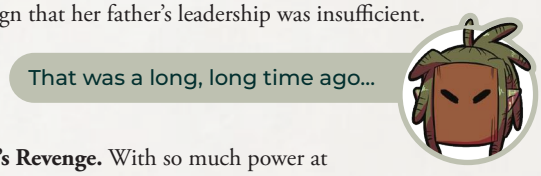
Creating Xanu. In the Bi-Gem Station, the foreclaimers began the construction of an artificial god. They used half of Stella's power as a base and augmented it with programming and soul manipulation technology. After nearly a thousand years of work, they successfully manifested a new god. They named him Xanu, the Stelkin word for perfection. But before they would let Xanu take his place as the new god of the foreclaimers, they had to be sure that he was absolutely, completely, unerringly perfect—and the only way to be sure of that was to test him. Thus, Xanu's long years of examination, trials, measurements, and torture began. Although the foreclaimers had designed him to meet their definition of perfection, they quickly saw he had the "flaw" of empathy.



God of Souls. The foreclaimers used the same technology used to create soul gems to create Xanu. This gave him an innate connection to souls, not only of those nearby but every soul in Ambria. Although he was locked away with powerful wards, Xanu was keenly aware of the existence and importance of other souls near and far. He could feel the suffering of the souls the foreclaimers tortured in the name of science. Their suffering echoed his own.

Gothica Diossol. While Xanu was contained for centuries, only one foreclaimer showed him any kindness, the daughter of Emperor Diossol II, Gothica. As a princess, she was allowed to visit Xanu frequently in his containment chamber. The two formed a bond that lasted even after Gothica underwent the augmentation procedure. She was one of the rare foreclaimers whose sense of empathy survived intact. Gothica was a bright light in the darkness of Xanu's existence. However, her friendship was not enough to prevent him from enacting his revenge against her people.

While there had been whispers about Gothica's strange bond with Xanu, her position as a princess protected her. However, an advisor of her father's named Goddrick Stramorra watched her with particular attention. He had been plotting against Emperor Dissol II for some time and felt that Gothica's unorthodox behavior was another sign that her father's leadership was insufficient.



Xanu's Revenge. With so much power at their disposal, it seemed like nothing could stop the foreclaimers. However, they had already created their own doom, for as Xanu endured torturous experiments, he also plotted his revenge against his creators. After over 300 years of feeling the pain of others and the pain inflicted on him by his captors, Xanu became convinced that foreclaimers were a threat to all life on Ambria, and the only way to safeguard everyone was to eliminate his creators. Although still contained, he began to plan his revenge. Xanu meditated, strengthening his connection with the souls trapped in the soul gems that powered the foreclaimers' automatons. Once he was sure of his control, Xanu struck. He issued a new order to all the weaponized automatons, "Kill them all." This night became known as Xanu's Decimation.

Avery Howett

Automaton Rampage. The carnage was swift and bloody as the automatons turned on their masters. Thousands of foreclaimers died in the first few minutes. Those who survived the automatons' first strike retreated to the center of Stellandi. As he watched his city crumble and burn under the onslaught, Emperor Diossol II ordered the portal to Seelia to be opened to allow his people to escape. The portal flared open in a blast of heat and light that obliterated an area of the jungle and Stellandi in a 10-mile radius. From all across the jungle, foreclaimers could see the beam of light stretching into the sky and knew that their only chance of survival was to reach it. Unfortunately for the fleeing foreclaimers, the automatons also ran for the portal.

Gothica's Fate. Amidst the chaos, Princess Gothica found herself cornered by her father's trusted advisor, Goddrick Stramorra. He used the disaster as cover to kill all of the ruling family, including Emperor Diossol II. Intending to hide his betrayal, Goddrick removed Gothica's face so her body could not be identified and left her to die in the burning rubble of Stellandi at the claws of the automatons.

Xanu's Shattering. Xanu, breaking free of the laboratory where he had been imprisoned, emerged to see the portal. He ordered the automatons to follow the fleeing foreclaimers and ran with godly speed toward the portal himself, determined not to let even a single foreclaimer escape with their lives. But as he reached the portal, a group of foreclaimers, who had been ordered to stay behind, deactivated the portal. The monumental arcane force of the portal being shut down shattered Xanu's physical form and consciousness into dozens of crystal shards. It also caused the five solar crystals that powered the portal to explode. The brilliant white light of the portal winked out, and the red light of fires spreading throughout Stellandi lit the jungle in its place. The way between the worlds was closed, and the *Xanu shards** were scattered by a massive explosion.

End of Stellandi. Alone, wounded, and surrounded by corrupted automatons, Gothica seemed doomed. However, the automatons did not attack her. Unbeknownst to her, the last time they had met, Xanu had placed a small portion of his power within her soul. He wanted to keep her safe from the carnage he planned to unleash, but it also had the unintended effect of making her immortal.

Confused and horrified, Gothica stumbled through her burning home, finding only devastation at every turn. She fled into the deep jungle. After years of surviving alone in the Bellowing Wilds, the charge in her power crystal ran out. Gothica's body crumpled in on itself as she rapidly aged without the crystal's life-sustaining energy. She lost all memory of who and what she was, becoming Old Gothi the Swamp Witch.

Only one in ten foreclaimers escaped into the other world, Seelia. Those that remained were torn apart by the automatons until, eventually, their screams died out, and the flames died down. Darkness and silence fell over the Bellowing Wilds. In all the chaos of the Dusk Age, the world didn't notice that the foreclaimers had left. People still feared the Bellowing Wilds and stayed away for generations, leaving the jungle to reclaim Stellandi.

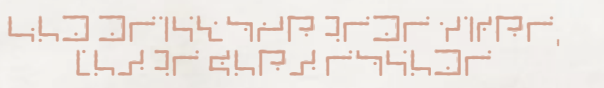
Gothi's Many Lives

Jenna "Dingo" Woldenga

ARRIVAL IN SEELIA

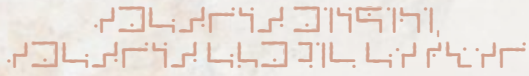
The foreclaimers who did manage to escape through the portal found themselves in a world that was nothing like what they had expected. According to the readings of their researchers, Seelia should have contained a lush jungle environment similar to the Bellowing Wilds. However, this information was out of date. They emerged, not in a lush jungle like the one they had come from, but in a canyon below a blasted dry expanse of rock and dust. All the plants and animals on Seelia were petrified, coated with a thick layer of dull rock. Two suns hung in a violet sky, one pink and the other blue. The light they gave was weaker than even the single sun of Ambria. Despite this disappointment, with the portal closed behind them, the foreclaimers had no choice but to try to find safety from the pursuing automatons in this strange world.

Seelia and The Nix. Seelia had once been as the foreclaimers' initial readings had shown—a lush world full of potential and magic. However, as with any world that bears life, it attracted the attention of the Nix. Luckily for Seelia, Lux assigned two Anahael to guard the planet, the brothers Attrix and Saiph. Unluckily for Seelia, the pair were not strong enough to protect the young world by themselves. As the swarm of Nix began crashing down onto the surface and devouring everything they touched, the Anahael made a desperate final effort to save Seelia. They unleashed a pulse of magic that petrified the entire planet, coating all forms of life in rock and freezing them in magical stasis. Confused at the sudden disappearance of their feast, the Nix departed, leaving the seemingly-dead world behind them. Enacting this transformation severely drained Attrix and Saiph. They lacked the power to reverse the petrification or even to call out to Lux for aid. Their suns dimmed as they rested to gather their strength. The blue sun, Attrix, and the pink sun, Saiph, remain slumbering to this day.



The Foreclaimers Rebuild. After their escape from Xanu's Decimation, foreclaimers scattered across the rocky canyon as they fled from the automatons. Even after reaching the supposed safety of Seelia, many fell to the pursuing machines. Hundreds of automatons had managed to follow them through the portal, driven by Xanu's orders. Today, the canyon is filled with murderous automatons, motivated by Xanu's order still reverberating through their soul gems.

Eventually, most surviving foreclaimers were united under a new Emperor, Goddrick Stramorra. He led the effort to set up defenses against the automatons. The survivors consolidated supplies, collected the power crystals from the dead, and started building a fortress they named Rachaka, the Stelkin word for tenacity. Through much experimentation, they learned to harvest the plants and animals beneath the rocks to provide food to sustain their unaugmented children. Although the foreclaimers had carried ample emergency supplies of power crystals through the portal, they lacked the methods to manufacture them in their new world. As a result, the foreclaimers of Rachaka ration the augmentation procedure.



The New Emperor. Goddrick I rose to power following Xanu's Decimation, not by chance but according to his own design. During the evacuation of Stellandi, Emperor Diossol II hesitated to give the order to close the portal as he hoped more of his people could escape, even though he saw Xanu approaching. Seeing his chance to seize power, Goddrick murdered Emperor Diossol II and ordered the portal closed after himself, leading to Xanu's shattering. Goddrick saw the late Emperor's failure to do what was necessary as a sign of weakness, and weaknesses had to be eliminated. If the foreclaimers were to survive, they would require strong, uncompromising leadership, which, in his arrogance, Goddrick felt only he could provide.

Stella's Children. The foreclaimers loyal to the Emperor were not the only ones to escape through the portal. A splinter group who called themselves Stella's Children also made it through onto Seelia. This small group comprised foreclaimers who disagreed with how Stellandi was run and had been working from within to change things. On the new world, they broke off from the others, preferring to take their chances among the huge petrified trees of the canyon rather than live under Goddrick's rule. Many have died at the claws of automatons. However, over the generations since the foreclaimers arrived on Seelia, Stella's Children's numbers have grown as they rescue as many foreclaimers cast out from Rachaka as they can. For now, Rachaka dismisses Stella's Children as an incompetent group that poses no threat to their superiority.

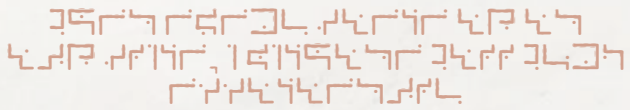
New World, Old Ways. Over the nearly 3,000 years since their arrival on the planet, the foreclaimers have used their ingenuity to make the desolate world of Seelia liveable for themselves. The Rachaka foreclaimers have found ways of breaking through the rock that covers plants to reveal the magical crystalline substance beneath. The Rachaka technique usually kills the plant or animal that had been petrified, but as they are more interested in harvesting the magical rock, this is of little concern to them. Stella's Children have found ways to gently free the plants and animals from their rocky coating, bringing parts of the canyon back to life.

Though all the living foreclaimers today were born on Seelia, they have not forgotten the world their ancestors were forced to leave behind. Currently, engineers are building a new Sun Extractor in the heart of the city of Rachaka. If they can absorb one of the suns and its slumbering Anahael, they will harness enough energy to create new power crystals or reopen the portal to Ambria.

FORECLAIMER CULTURE AND TECHNOLOGY

SOCIETY AND GOVERNMENT

Foreclaimer society is highly collective despite the limited role that empathy plays in their culture, as duty remains a core value. Professions, responsibilities, and positions of power are assigned based on interest, aptitude, and ability. Differences in dress and ornamentation are utilitarian, used only to identify roles. Although foreclaimers divide their society into specializations, no specialization is considered higher or lower than another. If any specialization did not operate efficiently, then all of Stellandi would be negatively impacted, so every specialization was valued equally for its members' critical roles. Specializations are assigned when a foreclaimer reaches adulthood and selects their augmentation. These specializations were not inherited, though children often choose the same augmentations as their parents and thus enter the same specialization. Specializations included positions such as scout, mage, researcher, harvester, leader, cleaner, automaton-wrangler, and warrior.



Leadership. Within the leadership specialization, one foreclaimer is chosen to take on the role of Emperor. Emperors are expected to make difficult decisions for the good of foreclaimer civilization as a whole without concern for individuals or themselves. Although foreclaimers were not supposed to consider any specialization more important than any other, the leadership specialization did enjoy special privileges. This preferential treatment was often extended to their family members. During the heyday of the foreclaimers in Ambria, the title of Emperor was not passed down in a single family. Instead, when an Emperor died, the other foreclaimers of the leadership specialization would gather to select the next Emperor from among their number. Although technically any foreclaimer could have become Emperor in theory, in reality, Emperors tended to be drawn from the same three families generation after generation—the Diossols, Salturexes, and the Lapiprimas. Due to the scheming of Goddrick I, none of these families escaped to Seelia.

After Goddrick I came to power, he guaranteed that his son would inherit the position of Emperor after him. He restricted the leadership specialization to his family line alone, arguing that this would ensure the stability of their fragile enclave, as the majority of the leadership specialization had been killed during Xanu's Decimation. Today, Goddrick I's grandson, Goddrick III, rules Rachaka.

I bet Goddrick I conveniently didn't mention that he got this power by kinda **MURDERING** my family along with the other leaders or Stellandi...

Shared Resources. Material resources are distributed as needed among citizens. Foreclaimers do not covet wealth or have a system of currency. In Stellandi, when a foreclaimer's life ended, they were honored for their contribution to progress with a ceremony noting their accomplishments. At the moment of death, their soul would be absorbed into a soul gem, allowing them to continue to serve a purpose after death. In Rachaka, once an augmented foreclaimer's life span is near its end, their *charged power crystal** is removed to be redistributed, and they are exiled.

Limited Power Crystals. On Seelia, the scarcity of power crystals has caused the Rachaka foreclaimers to be even stricter about who is and is not worthy of being considered a foreclaimer. They can recharge the power crystals they have. However, they can't create new power crystals, and there are fewer power crystals than there are foreclaimers on Seelia. Therefore, even the slightest indicator of inefficiency can lead to a Rachaka foreclaimer being stripped of their power crystal and exiled to the wilderness to die. Rachaka foreclaimers are ruthlessly competitive over which of their children receives augmentation and who is cast out. Young foreclaimers undergo intense trials to prove they are worthy of receiving a *charged power crystal**. From a young age, they learn that they must be ruthless if they are to survive.

And I thought my childhood was rough. Yikes.

LANGUAGE

Stelkin is the language of the foreclaimers. It was intentionally designed to convey as much information as possible in the fewest breaths. Those who wish to master Stelkin must learn a new breathing technique to speak it fluently. To outsiders, Stelkin sounds rapid and rhythmic. Stelkin shares some grammar and vocabulary with ancient Elvish and Draconic, although it is different enough to be incomprehensible to speakers of these two languages without additional study. To Elvish speakers, Stelkin sounds harsh due to its sharper tones and quicker pacing, while to Draconic speakers, Stelkin sounds like an incomprehensible run-on sentence.

On Ambria, some Stelkin texts survive in data crystals or on resilient "paper" made from crystal dust and plant fibers. A handful of foreclaimer records have been found in the ruins of Stellandi, but few have been translated.

STELKIN

Ricardo Evangelho & Jenna "Dingo" Waldenga

ARCHITECTURE

The layout and structures of the mega-city of Stellandi and the modern city of Rachaka are angular and sharp, echoing the circuit lines that run across foreclaimer bodies following augmentation. If touched carelessly, corners could be keen enough to draw blood. The foreclaimers make much use of glimmering force fields, glass, and strong metal alloys in their buildings.

Decorative elements are employed for practical purposes, such as reminding the foreclaimers of their history or encouraging them to strive for greater efficiency. In Stellandi, the capture of the dire tarrasque and the absorption of Stella inspired popular designs for public buildings. Private homes often have decorations depicting the achievements of the residents or their ancestors. Stelkin phrases were common all across Stellandi. These included directional information, warnings of dangers, and slogans intended to encourage constant effort toward perfection.

Ancient Stellandi stretched upward and deep into the ground. Most of the above-ground towers burned and crumbled during Xanu's Decimation, and the rampant jungle plants overwhelmed most remaining buildings on the surface. Some underground areas of Stellandi were protected from earthquakes by the power of the solar crystals that powered their operations. These have survived more intact.

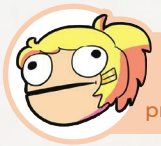
FORECLAIMER CRYSTALS

The foreclaimers' most significant innovation in arcane technology was the creation of specialized crystals. These powerful gems absorb, store, and release energy.

Foreclaimer Crystals

SOLAR CRYSTALS

The foreclaimers created massive solar crystals by absorbing the god Stella. These crystals contained half of Stella's power divided equally between them. They glow with pure white light. Solar crystals were used to power foreclaimer research and production facilities and the largest automatons, the mech dragons. Today, five solar crystals remain deep within ancient foreclaimer sites—the Automaton Factory, the Bi-Gem Station, the Tarrasque Containment Facility, and the Augmentation Lab.



If the crystal you've found is big enough to crush a grandma, you've probably got yourself a solar crystal!

POWER CRYSTALS

Power crystals are rod-shaped gems designed to fit into the socket in an augmented foreclaimer's torso. When they are charged with Solis' yellow light, they have a golden glow, and when their power is depleted, they are a dull yellow. Power crystals charged on Seelia shine either blue or pink to match the colors of that world's Anahael, but if brought to Ambria, they eventually turn yellow under the more powerful light of Solis.

We're like plants! Very morally questionable plants...

The creation of power crystals requires the use of a solar crystal to generate the correct crystalline matrix to store the energy from a sun. A *charged power crystal** can power a foreclaimer for 50 years before it runs out of energy and must be recharged. Power crystals can be recharged slowly by exposing them to the light of a sun inhabited by an Anahael or rapidly by placing them in a charging device that focuses sunlight.

For foreclaimers and non-foreclaimers, *charged power crystals** dull the ability to feel empathy for the pain of others. Foreclaimer research indicated that the effect was connected to the resonance of Stella. There was much debate among foreclaimer scholars whether this effect was a final blessing or curse the goddess gave to her creations at the moment of her demise.

In the years since the foreclaimers fled Ambria, some power crystals have been discovered by archaeologists and treasure hunters. Although they can't be used by non-foreclaimers to power augmentations, they are still treasured as arcane artifacts, objects of art, and alchemical ingredients.

FORECLAIMER CRYSTAL COLOR GUIDE

White: solar crystal, a remnant of Stella's power
Yellow: power crystal charged on Ambria by Solis' light
Blue: power crystal charged on Seelia by Attrix's light
Pink: power crystal charged on Seelia by Saiph's light
Purple: soul gem, used to power **foreclaimer automatons***
Magenta: **crystalsire*** crystal, parasitic and soul hungry

Justin Chan

SOUL GEMS

Soul gems absorb souls and slowly break them down over time to produce power. They are recognizable by their purple color and by the eerie feeling they create when touched. Soul gems come in various shapes and sizes—from tiny chips that power the insect-like **fixers*** to massive gems powerful enough to power the mighty **mech dragons***.

Death Denied. When everything is operating on Ambria as [redacted] intended, the goddess of death, Fatalia, ferries souls away at the moment of death to await reincarnation. However, soul gems capture souls before the goddess can collect them. The range from which a soul gem can draw souls depends on its size. The foreclaimers used the souls of animals, humanoids, and even their own people to fuel soul gems.

Within a Soul Gem. Inside one of these gems, souls exist in an incorporeal state, like trapped **ghosts**. Over time, the energy of a soul gets used up by the gem until the soul fades away into nothingness. While they are trapped in a gem, souls can't be resurrected by magic. A soul that has been destroyed by a gem can never be resurrected or reincarnated. Souls can be released from a gem only by entering the gem using powerful magic, such as the spell *gate*, and retrieving the soul. The world within a gem is a hazy purple demi-plane where magic does not function. Anyone who ventures inside must rely on someone outside the gem to open a way back for them.

FORECLAIMER AUTOMATONS

The foreclaimers designed metal constructs after the creatures of the jungle around them, each optimized for a different task. Most were designed with defensive capabilities to combat the dangers of the jungle and protect the foreclaimers they served.

In the golden age of Stellandi, automatons were utterly obedient to the foreclaimers. They were programmed to follow instructions, though the more complex automatons could carry out their assigned tasks without supervision. Maintenance was performed by foreclaimer specialists, assisted by the small insect-like fixer automatons.

Most automatons are powered by soul gems. The remaining automatons in Ambria have survived over centuries thanks to the death all around them in the Bellowing Wilds, keeping their gems well supplied with souls. More complex automatons are programmed to hunt down souls if their power supply dips too low. Today, some automatons remain deep within the jungle. Some stalk living things, still trying to carry out Xanu's murderous order that reverberates within their corrupted soul gems. Others lay dormant or mindlessly carry out the tasks they were designed to perform until they encounter a humanoid and their killer instructions activate.

SEELIA: PETRIFIED PLANET

From above, the world of Seelia appears barren, an expanse of dusty rock under weak pink and blue suns in a purple sky. However, within a deep canyon that splits the rocky surface, traces of the life that once covered this planet remain. Protected from the storms that swirl above, stone-covered plants tower dozens of stories high, far larger than their counterparts in the Bellowing Wilds. Some petrified life has begun to be freed from its stony coating by Stella's Children, revealing vibrant plants.

Fossilized World. The rock coating that the Anahael Attrix and Saiph used to protect life on Seelia from the Nix is gray on the surface. However, wherever it has been broken, it sparkles with magical iridescence.

Climate. Above the lip of the canyons, the air is thick with dust. Strong winds whip across the world's surface, driving massive dust storms. Within the foreclaimers' canyon, where plants have been freed from the rock, the scents of their pollen fill the air. The air is thicker on Seelia than the air on Ambria, and the gravity is slightly lower, allowing trees and plants to grow to greater heights.

Hidden Depths. Seelia is a dry world on its surface. Water remains locked beneath the surface in great underground reservoirs and rivers. These have carved out colossal cavern systems, where some life survived both the Nix and the petrification.

WHAT LURKS ON SEELIA

The petrified world of Seelia is almost devoid of life. Fierce dust storms of anti-life and anti-magic tear through the skies, destroying anything that strays above the lip of the canyon. However, in the millennia since the Anahael trapped all life on the surface in rock, some creatures have adapted to this barren world. Some creatures that lived underground escaped both the Nix's onslaught and the Anahael's' magic, so **chuuls**, **xorns**, and **purple worms** lurk beneath the surface.

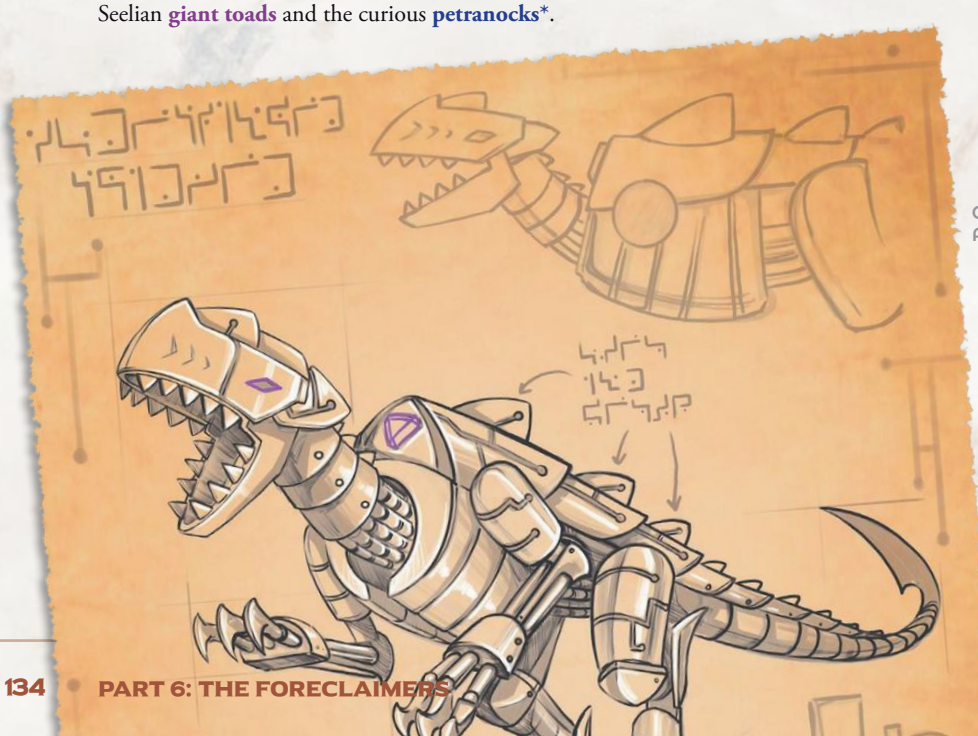
The foreclaimers also brought some creatures with them as they fled. **Sharkhounds*** followed their owners and have been bred as loyal companions by both Rachaka foreclaimers and Stella's Children for generations. Stella's Children have also released some of Seelia's creatures from petrification, including a thriving population of Seelian **giant toads** and the curious **petranocks***.

During Xanu's Decimation, automatons driven by Xanu's command followed the fleeing foreclaimers through the portal from Ambria in massive numbers. The most dangerous of these by far is the single corrupted **mech dragon*** that made its way through the portal. It has been responsible for the deaths of many foreclaimers. However, it is restrained from obliterating Rachaka by both a forcefield and a lack of souls. There are not enough souls available on Seelia to fully power up its two massive soul gems.

Another ever-present danger is the **chargers*** that roam in packs. These speedy mechs were able to reach the portal in large numbers and are the most numerous automatons on Seelia. Dozens of massive **eradicators*** hunt anyone unlucky enough to come across their path. **Shadow walkers*** frequently try to breach the city of Rachaka by stealth. **Watchers*** lurk in unexpected places, ready to attack whenever they are disturbed. Xanu did not include the small and relatively harmless bug-like **fixers*** in his plan, so only the few that were attached to other automatons arrived on Seelia, and they are largely non-hostile.

SEELIA ENCOUNTERS

d6	Encounter
1	A pack of 3d4 **chargers*** is hunting, attacking any living thing they find to charge up their soul gems.
2	A safe-looking cave is actually the lair of a **purple worm**.
3	A **foreclaimer mage*** is being escorted by five **foreclaimer scouts*** to collect samples of Seelia's magical rocky coating for study.
4	2d4 **petranocks*** have gathered around the unconscious body of a foreclaimer who has been exiled from Rachaka.
5	A **watcher*** is attempting to batter down a petrified tree. Its programming has become corrupted, trying to destroy not just living things but everything around it.
6	A **foreclaimer scout*** and her **sharkhound*** companion have fallen into a sinkhole where an **eradicator*** has also fallen. They are fighting for their lives.



Charger Automaton

Alyse Stewart

RACHAKA: FORECLAIMER STRONGHOLD

Rachaka stands as a monument to foreclaimer ingenuity on Seelia. The city is constructed in three stacked tiers and is partially carved into the canyon wall. Rachaka architecture is pure foreclaimer—angular and sharp. Circuits of light run across buildings and roads, bathing the city in bright blue and pink light at night. Advanced technology is visible everywhere. The city is built in rings around the central shaft of the new, partially complete Sun Extractor. Each ring of the city is divided into an inner semi-circle carved into the canyon wall and an outer semi-circle projecting out from the canyon wall. Living quarters, sensitive research laboratories, and other facilities that need to be well protected are honeycombed throughout the inner sections. The outer areas are primarily used for manufacturing, training, and observation of the canyon.

First Tier. The topmost tier is largely reserved for Emperor Goddrick III and his administration. The Emperor's throne room is carved into the canyon wall. On the very top of the city, an observation platform allows lookouts to watch for automaton incursions. This upper tier also houses the augmentation laboratories and testing grounds.

Second Tier. The middle tier is the hub of industry. The outer section is dominated by a processing plant where defeated automatons are stripped for parts. The inner area is largely made up of living quarters. As augmented foreclaimers do not need to eat or sleep, these quarters are plain and functional, used for quiet study or independent research rather than resting or entertainment.

Third Tier. The lowest section of Rachaka is elevated above the canyon floor on a natural plateau. The outer area of the lowest ring is primarily devoted to farming, producing food to feed yet to be augmented foreclaimer children. The inner section was the first part of the city to be built and was where the foreclaimers first found safety when they arrived on Seelia. Now the area is under construction as it is being repurposed as part of the new Sun Extractor project.

HISTORY OF RACHAKA

Emperor Goddrick I united his surviving people and organized construction efforts for what would become the fortress city of Rachaka. The first priority was defense, to protect against the automatons. A natural plateau of rock that stood above the canyon floor was chosen as a highly defensible site with excellent sight lines. Over generations, Rachaka was built upward in multiple tiers. The city has continued to expand upward and deeper into the cliffside over the centuries as more space was needed for the foreclaimer's rebuilding population. Although it hasn't reached the grandeur of the foreclaimer mega-city of Stellandi, Rachaka remains true to many ancient foreclaimer values. Goddrick I was succeeded by Goddrick II, who was succeeded by Goddrick III in turn. Both the previous Goddricks were killed by automatons.

Goddrick's family isn't creative with names.

Marko Horvatin

RACHAKA AT SUNSRISE

LEADER: GODDRICK III

Representing the ideals of foreclaimer intelligence and strength, Goddrick III is determined to restore the foreclaimer empire to its former glory. He has been raised since birth with the expectation that he will keep Rachaka safe and find a way to return to Ambria.

Goddrick III is also called: "Goddrick junior junior" in our group.

Firm Ruler. Goddrick III maintains a firm grip on Rachaka with zero-tolerance policies toward any deviation from his vision for the foreclaimers. Those who cause difficulties or oppose his decisions are executed, exiled, or reassigned to other duties where they won't interfere with the efficient operation of the city. Goddrick III fears that even a single mistake could doom the foreclaimers to extinction, but he speaks of his worries to no one.

Goddrick III fighting an Eradicator

Powerful Automaton-Slayer. Despite being the city's ruler and automatons killing his father and grandfather, Goddrick remains an eager participant in automaton hunts. He has immense strength thanks to being the only foreclaimer to survive the implantation of two power crystal sockets. Circuit lines of both pink and blue cover his muscular frame. Goddrick wields a hefty crystalline battle axe, the *eviscerator axe**, with ease. Though he is grudging with his regard, considering almost everyone and everything beneath him, he respects anyone who proves themselves against the automatons, especially the tyrannosaurus-rex-like eradicators.

Mandible. Goddrick is often accompanied by his loyal sharkhound, Mandible. Unlike most sharkhounds, Mandible is augmented much as the Rachaka foreclaimers are. Circuits of pink light run across the sharkhound's sleek body as he has a *charged power crystal** inserted into a socket in his chest. Goddrick is proud of his powerful pet but fundamentally views Mandible more as a tool to use in battle than a companion.

Goddrick's Goals. Goddrick intends to outdo his ancestors by building a new portal, ripping one of Seelia's Anahael sun gods from the sky to power it, returning to the Bellowing Wilds, and restoring the foreclaimer empire to its former glory. To achieve this, he is more than willing to destroy another Anahael as his forebears did to Stella.

Goddrick III has reduced the supply of available power crystals by diverting them to a secret project. Deep beneath Rachaka, an isolated team of engineers is constructing a new mech dragon on his orders. The dragon will be powered with *charged power crystals**. Goddrick knows that this means fewer foreclaimers can receive augmentations, but he does not care.

Should Goddrick return to the Bellowing Wilds, he plans to use the stolen power of Seelia's Anahael to obliterate Xanu if the god still exists. Until the new Sun Extractor is ready, Goddrick is determined to maintain the traditions of the foreclaimers and his own grip on power using any means necessary.

Vanessa Wei

THINGS TO SEE AND DO IN RACHAKA

Lumem Library. This immense and heavily-defended structure is the heart of Rachaka and home to the foreclaimers' most treasured possession—knowledge. The library extends across all city tiers deep within the canyon wall. The evolution of Rachaka can be traced through the different levels, with the oldest lower sections being relatively simple in design and the uppermost levels displaying more sophisticated construction techniques. Each tier of the library is under the supervision of a dedicated librarian, and the entire library is overseen by the head librarian Jestra Sapparx [she/her] (**foreclaimer mage***). Jestra is keenly observant and keeps the library meticulously organized.

The Command Center. On the first tier, the Command Center is the home of Rachaka's ruler, Goddrick III. It is a simple, angular building, brightly illuminated at all times. A lookout atop the command center gives a perfect view of the entire city and the canyon beyond. The interior walls of the Command Center are decorated with dozens of automatons' heads, trophies of Goddrick III's kills. The centerpiece of this display is the head of the eradicator that killed Goddrick's father.

Cable Cars. Every tier of the city boasts a cable car platform that grants access to another level. As a defensive measure against automaton incursion, no cable system connects all the way from the lowest tier to the top. Platforms are guarded by at least three guards (**foreclaimer fighters***) at all times and have two control points, one on the bottom level and one on the top, to operate the cable cars. The operators have standing orders to cut the cable lines in an emergency.

Sharkhound Facility. A plain square building and one of Rachaka's oldest structures, the sharkhound facility is located on the city's lowest level. The facility extends deep into the cliffside, with multiple kennels for the sharkhounds. Many sharkhounds arrived on Seelia with the fleeing foreclaimers as they followed their masters through the portal, fighting to defend them from the automaton onslaught. Goddrick III's sharkhound, Mandible, is kept here unless he's with Goddrick in his command center or they are both out hunting.

A grizzled foreclaimer who bears many scars on his arms and legs named Indra Cantris [he/him] (**foreclaimer scout***) oversees the sharkhound facility. Indra is devoted to his sharkhound charges and will defend them with his life. He prefers the company of sharkhounds to people.

Power Plant. Located on the second tier, the power plant uses solar energy to recharge an array of specially altered power crystals that power the city. It also houses crystal research labs and the city's power crystal rechargers. Here, Rachaka citizens bring their depleted power crystals to be recharged using light from the Anahael in the sky.

Anti-Mech-Dragon Shield Generator. From the earliest days of the city, much of the power generated by the power plant has gone to keeping a magical force field active. Circuits of light lead upward from the second tier to the generator at the top of Rachaka. It creates an invisible bubble of energy that interferes with the systems of the corrupted mech dragon, preventing it from coming within 1,000 feet of the city. The shield generator facility is one of the most secure areas of Rachaka; if it fails, the city will become vulnerable to attack by the massive destructive automaton.

Augmentation and Testing Facility. The augmentation facility is located in the first tier, where young foreclaimers receive their power crystal socket and specializations. As there is a limited number of power crystals available, before a foreclaimer can obtain one, they must pass a rigorous series of tests. The testing facility includes deadly obstacle courses, an arcane lab where subjects must prove their technical skill, and an examination hall where written and oral tests are administered. Those who pass are taken directly to the operation room for their augmentation. Those who fail the tests are exiled immediately.

The New Sun Extractor. A great deal of technical knowledge was lost during the flight to Seelia, and the machine has been under research and construction since the foreclaimers first built Rachaka. The central shaft of the device is complete and runs down the center of the city. However, the foreclaimer researchers are struggling to calibrate the machine correctly, given their limited information about Attrix and Saiph, the two slumbering Anahael suns of Seelia.

Yeah, with all their knowledge and wisdom, you'd think my people would've learned by now absorbing sun gods is a bad idea, huh?

SHARKHOUND

Jess Jackdaw

RACHAKA QUEST HOOKS

d8	Quest Hook
1	A foreclaimer teenager fears they won't pass the tests needed to receive a power crystal when they turn 20. They want to find a way to improve their chances, or failing that, a way to escape Rachaka.
2	Researchers need more information about Seelia's Anahael to complete the Sun Extractor's calibration. They believe dream magic might allow someone to enter the sleeping deities' dreams and gather the data needed.
3	Data crystals have been going missing from the Lumem Library. The head librarian wants the crystals returned and the thieves dealt with.
4	A cable car is stuck halfway between the first and second tiers. A **sharkhound*** and her handler are trapped inside, and the sharkhound has just given birth to a litter of pups.
5	An engineer has designed a vehicle they believe is capable of surviving the dust storms outside the canyon. They want a crew to test it and take readings of Seelia's surface.
6	To construct a new type of uncorrupted automaton, a researcher needs dozens foreclaimer automaton parts collected from the canyon beyond Rachaka. The more different types, the better.
7	**Goddrick III*** is gathering a party to hunt down an **eradicator***.
8	A power outage has allowed the corrupted **mech dragon*** to break through the city's defenses and land on the first tier.

RACHAKA NPCS

d8	NPCs
1	Kesida [she/her] is a **foreclaimer fighter*** recovering after sustaining injuries in a skirmish with automatons. She is eager to return to her patrol.
2	Attralus [he/him] is a **foreclaimer mage***. He is deeply dedicated to studying the events that transformed Seelia into the rocky world it is today. Attralus is hard of hearing.
3	Delethi [they/them] is a polite foreclaimer child. They look forward to being augmented and taking their place in society as an adult.
4	Rewena [she/her] is a brutally honest foreclaimer. She claims her honesty is just a form of efficiency, but in truth, she takes a sadistic pleasure in the pain it causes.
5	Perraden [he/him] is a foreclaimer weaponsmith. He speaks with a deadpan sarcastic tone and never reacts strongly to anything.
6	Fennali [they/them] is a foreclaimer **spy** from Stella's Children. They struggle with what they have to do in Rachaka to maintain their cover but always aim to live up to the ideals of their idol, **Elowen***.
7	Wattrick [he/him] is a very old foreclaimer. He is desperately hiding his failing augmentations as he fears having his *charged power crystal** removed.
8	Jujuna [she/her] is a **foreclaimer scout*** who keeps a piece of each automaton she kills as a trophy. She is a below-the-knee amputee.

CHARACTERS FROM RACHAKA

The foreclaimers of Rachaka are curious, resourceful, and resilient people. Still, they are suspicious of each other and quick to accuse anyone suspected of "defective" behavior due to the limited number of power crystals available. They've been isolated on Seelia for thousands of years with only murderous automatons for company. Many of the people that live in Rachaka want the foreclaimers to return to the Bellowing Wilds and reclaim the empire they believe was stolen from them by Xanu. Others are content to remain on Seelia as they've never known anything else. For them, Stellandi is long gone, and they only wish to shape Seelia to better suit their needs.

To live in Rachaka requires foreclaimers to behave in accordance with the rules and ethos of the city—perfect efficiency in all aspects of life. Rachaka foreclaimers are expected to contribute to the city by carrying out the tasks required of their specialization. All adult foreclaimers in Rachaka have undergone the augmentation procedure.

If your character comes from Rachaka, consider the following questions:

- How do you feel about Seelia? Do you consider it your home or a temporary refuge until your people can return to Ambria?
- How do you feel about your role within Rachaka society? Is there a goal or discovery you are working toward?
- What do you think about Stella's Children? Do you pity, hate, or envy them, or do you consider them irrelevant?

STELLA'S CHILDREN: DRUIDIC CAMP

Stella's Children live in a small nomadic group in the canyon. Due to their lack of power crystals, they are more vulnerable and less long-lived than the augmented foreclaimers of Rachaka. However, they are improving their ability to empathize, which allows them to form strong bonds with each other. They have even developed an affinity for the plants and creatures of Seelia.

Stella's Children are kind but wary people. They fear that automatons could find them at any moment. However, they have sworn never to let an exiled foreclaimer wander alone, so Stella's Children try to save as many as they can. Thanks to their compassion, several spies sent by Goddrick III to monitor their activities have switched sides and stayed with Stella's Children permanently. For some augmented foreclaimers, once they are away from the oppressive tradition of Rachaka, they are able to make a choice to give up the empathy-dampening effects of their power crystals.

On the Move. Stella's Children only remain in one place for a short time due to the ongoing threat from murderous automatons. They can set up or take down their camp in only a few minutes as it consists of portable tents.

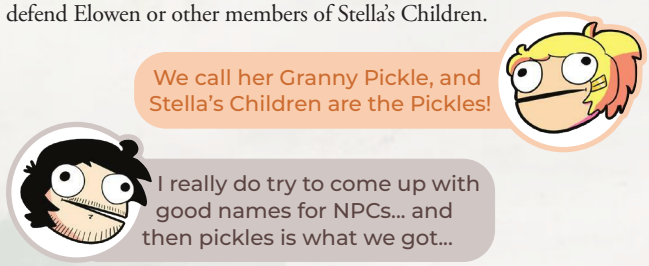
Personal Possessions. As Stella's Children are highly mobile, they carry few large pieces of equipment. However, they have developed a strong culture of personal expression through how they dress. Members of the group dress to blend in with the canyon's rocks and the jungle's leaves. They also experiment with natural dyes drawn from the plants they have unpetrified to produce vivid fabrics and craft pieces of Seelia's opalescent rock into jewelry and armor.

LEADER: ELOWEN

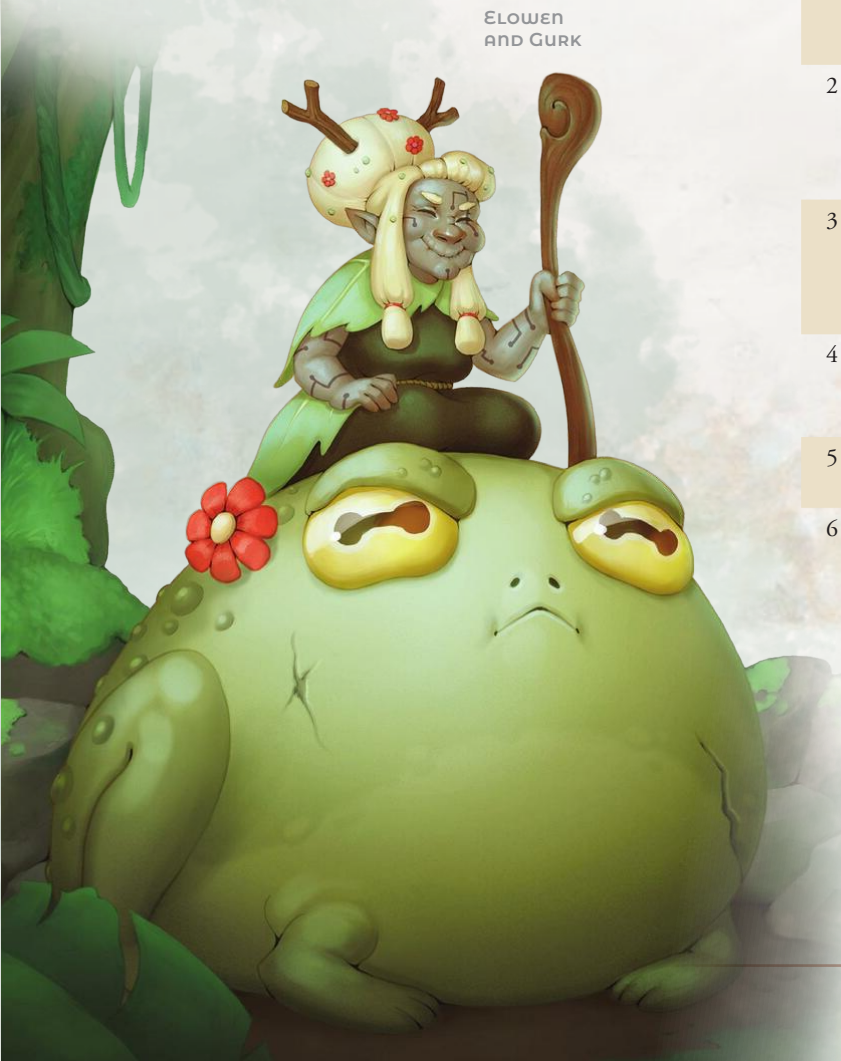
Elowen is an elderly foreclaimer and the chosen leader of Stella's Children. She was born in Rachaka and lived there for many years before choosing a different way. As someone who has given up the power of augmentation, she understands the struggles new exiles face. In her time in Rachaka, she served as a guard, and she has retained her combat skills. Although she looks like a cute little granny, Elowen is known for her sass as much as her kindness and fighting abilities. She has a way with words, piercing overinflated egos or building self-esteem in those she talks to as she feels is needed.

Empathic Leader. Elowen possesses a gift for awakening empathy among foreclaimers, so she frequently works directly with new exiles. Despite her great compassion, Elowen has little patience for pompousness or self-pity. She expects all members of Stella's Children to find a way to help themselves and others.

Gurk. Elowen is rarely seen without her trusty steed Gurk, a **giant toad**. She raised Gurk since he was a tadpole. Gurk is ever-vigilant, keeping a close eye on newcomers. He never hesitates to defend Elowen or other members of Stella's Children.



Nika Lemut



THINGS TO SEE AND DO IN THE CAMP OF STELLA'S CHILDREN

Bringing Seelia Back to Life. Many of Stella's Children have embraced a druidic lifestyle, and all are dedicated to helping outcast foreclaimers find a new home with them. Using gentle druidic magic and a lot of patience, Stella's Children have released numerous plants from their rocky stasis and have restored a sizable portion of the canyon's plant life. Restoring the plants and animals has allowed Stella's Children to create pockets of the canyon where they can gather food. However, they are careful not to take too much from the still-fragile forest.

Handro's Healing Hut. A cheerful foreclaimer named Handro [he/him] is the best healer among Stella's Children. He was once a member of the Emperor's personal guard in Rachaka and dealt out a great deal of death to rebel foreclaimers and automatons alike. He began to tire of bloodshed, but when he requested a transfer to a different specialization, he was exiled instead. Among Stella's Children, he has found his calling in medicine. Handro always has a smile and a kind word for everyone, but anyone who spends enough time with the battle-scarred healer can see his cheerfulness hides a great deal of pain. In his small hut, Handro brews up *potions of greater healing* and *potions of resistance* using unpetrified plants. He also tends to the wounds of injured petranocks.

STELLA'S CHILDREN QUEST HOOKS

d6	Quest Hook
1	A young foreclaimer girl has been having visions that she thinks come from the slumbering Anahael of Seelia. She believes there is a way to awaken them in the desolate wastes beyond the canyon.
2	An unaugmented foreclaimer named Fletick [he/him] is found murdered, stabbed through the heart with a *charged power crystal**. Suspicions turn toward the foreclaimers most recently exiled from Rachaka.
3	A party of foreclaimer **druids** led by Heren [they/them] has gone missing while clearing the rocky coating from a grove of trees to the west. All their supplies remain, but there is no trace of the people.
4	A fissure opens up under the camp, revealing a subterranean river and a system of caves. Elowen is eager to have the caves explored.
5	Cries from a nearby lake can be heard as a group of foragers from Stella's Children are ambushed by 2d4 **chuuls**.
6	Stella's Children find an injured augmented **foreclaimer fighter*** fleeing from a pack of **chargers***. He claims to be **Goddrick III's*** son and begs for asylum.

STELLA'S CHILDREN CHARACTERS

Many of Stella's Children follow the path of druidic magic, communing with the dormant natural magic of Seelia. Young foreclaimers raised in the group are often trained as rangers to survive in the dangerous canyon. Foreclaimers who join Stella's Children after being exiled bring their skills with magic and weapons from their previous life in Rachaka.

Stella's Children who were born into the group or weren't granted augmentation in Rachaka are unaugmented. Those who came to Stella's Children later in life have given up or lost their power crystals and the strengths they bring. Some previously augmented foreclaimers struggle with the pain and regret of feeling empathy once more. Meanwhile, others delight in the ability to recognize when people are in pain so they can help them.

If your character is one of Stella's Children, consider the following questions:

- If you were born among Stella's Children, are you happy living an unaugmented life, or do you long for the power available in Rachaka?
- If you were born in Rachaka, how did you come to be with Stella's Children? Did you leave by choice? Were you exiled? How do you feel about your old home and those who have taken you in?
- How do you feel about Seelia and Ambria? Do you feel a connection to one or both of these worlds?

STELLA'S CHILDREN NPCS

d8	NPCs
1	Hisstin [he/him] is a foreclaimer forager skilled at avoiding automatons. He enjoys getting very close to them without being detected.
2	Bikki [he/him] is a bubbly unaugmented foreclaimer child. He was born in the Stella's Children's camp and is fascinated by tales of Rachaka.
3	Angratha [she/her] is a very old foreclaimer. When her augmentations failed, she was ejected from Rachaka. She is extraordinarily grouchy, but the other Stella's Children care for her.
4	Tissella [she/her] is a foreclaimer engineer who captured and reprogrammed a **charger*** to be her loyal companion.
5	Vennerat [they/them] is a foreclaimer **druid** who hears the petrified plants of Seelia singing whenever they close their eyes. They are always accompanied by a troupe of **petranocks***.
6	Wickka [she/her] is a foreclaimer **priest** of Stella who believes their creator god is not dead but lives on in every foreclaimer.
7	Runavut [he/him] is a 20-year-old foreclaimer exiled from Rachaka. He was denied the augmentation procedure because he failed an examination. He is struggling with feelings of shame, anger, and grief.
8	Krestrick [they/them] is a **foreclaimer scout*** whose passion is exploring the systems of caves deep beneath the surface of Seelia.

Masika, a potential Member of Stella's Children

Avery Howett

PLAYING A FORECLAIMER

As the foreclaimers are so deeply tied to the lore of the Bellowing Wilds, talk with your GM before creating a foreclaimer character and ways to integrate your foreclaimer character's backstory into the campaign. Discuss some of the following questions to help integrate your foreclaimer character into a campaign everyone can enjoy:

How much of the mystery do you want to preserve? If your GM is planning a game in which uncovering what happened to the foreclaimers will play a major part, then having a living, breathing spoiler walking around isn't ideal. Consider ways a foreclaimer character might not have all the information in this chapter from the start. Perhaps they were raised outside of foreclaimer culture, have lost their memories, or don't even know they are a foreclaimer.

When is the adventure set? If your game takes place in a version of Ambria set after the events of the original Fool's Gold campaign or the events of **Part 7: Fool's Gold: All QUACKed Up**, foreclaimer characters from Seelia could have returned to Ambria. Such games could explore themes of rediscovery and reconciliation.

If your game takes place before the potential return of the foreclaimers, consider how a foreclaimer player character arrived in the right place at the right time to take part in the adventure. You and the GM could work on this together, or you could leave it up to the GM to decide, opening up the opportunity of a reveal similar to Gothi's from the original Fool's Gold game.

Unaugmented or Augmented. You can play as either an unaugmented or augmented foreclaimer. If an unaugmented foreclaimer goes through the augmentation process, they become an augmented foreclaimer. If an augmented foreclaimer loses their *charged power crystal**, they revert to the unaugmented foreclaimer statistics until the *charged power crystal** is replaced.

Justin Chan & Jenna "Dingo" Woldenga

Augmented Foreclaimer Replacing Their Power Crystal

FORECLAIMER

DIVINELY CRAFTED BODIES

The foreclaimers were originally crafted by the goddess Stella, who patterned them after elves and gifted them with a high level of curiosity. Their distant relation to elves is evident in their features: pointed ears, slender yet muscular physiques, and long lifespans. They're taller than most elves, typically between six and seven feet tall. Their skin tones are shades of greenish-gray, from the color of light stone to deep, mossy green. Foreclaimers' hair comes in various textures, typically in muted shades that help them blend in with their jungle home, such as earthy greens, soft blues, and subdued reds.

A.K.A. divinely crafted techno elves.

CURIOSITY AND KNOWLEDGE

Foreclaimers are voraciously curious about the world and constantly seek to expand their knowledge. They love to offer solutions to problems, whether these are asked for or not. Such behavior is not regarded as rude in foreclaimer society, which values efficiency as the highest virtue.

NAMES

Due to the natural flow of Stelkin, foreclaimers prefer names with two to three syllables, such as Gothica, Elowen, or Goddrick. Names that are overly long or short interrupt the breathing pattern used in the foreclaimer language. Foreclaimers are often named after their parents or other family members.

In addition to given names, foreclaimers use last names, which indicate a foreclaimer's role in society. While foreclaimers pass down their last names to their children, if a foreclaimer enters a different specialization or accomplishes a significant scientific discovery or notable feat, they may adopt a new last name to mark the occasion.

Example Female Names: Ankai, Ethori, Falkana, Hithrike, Kilka, Ollanore, Urajen, Winrith

Example Male Names: Carburk, Rahanult, Divalef, Farodirk, Serifalk, Hathgott, Lennisk, Zantan

Example Gender Neutral Names: Abrutis, Creneck, Dalatz, Farriun, Hazwick, Kolotho, Nyefin, Tathgis

Example Last Names: Artenma, Brankia, Ferrstruct, Futirfo, Kappax, Nervivir, Sciosect, Tallum

POWER CRYSTAL AUGMENTATION

When they reach adulthood, foreclaimers can undergo an augmentation process to increase their power. A power crystal socket is inserted into the torso of a foreclaimer, and their natural metabolism is completely replaced. Power crystals store sunlight as magical energy, which foreclaimers use to slow down aging, control every aspect of their body processes, and free themselves from most biological needs. This allows augmented foreclaimers to control their metabolism at will, including bulking up muscle or storing fat as needed. Augmentation installs lines of circuitry throughout the body and across the surface of the skin. These lines glow the same color as the *charged power crystal** that energizes them. An augmented foreclaimer's eyes change to match this color.

Despite the increase in power that augmentation provides, it also creates a vulnerability. Once a foreclaimer goes through the augmentation process, they rely on *charged power crystals** to maintain these benefits. A power crystal can be removed from its socket with ease from a willing foreclaimer. Removing one from an unwilling foreclaimer is more challenging.

An augmented foreclaimer deprived of a *charged power crystal** for even a few hours will be overcome by fatigue as their natural metabolism can no longer meet the energy demands of their augmented body. After 24 hours without a *charged power crystal**, a foreclaimer loses all the benefits of their augmentations, including their extended lifespan. The longer a foreclaimer has been augmented, the more dramatic this effect will be. Foreclaimers whose life spans have been extended beyond their natural 700 years will rapidly age if their power crystal is removed for more than a day. Even if they replace the crystal, their remaining lifespan will be dramatically shortened.

While undergoing the augmentation procedure, a foreclaimer chooses an additional enhancement for their body. These further modifications make them more adept at their chosen profession. These specializations only function while fueled by a *charged power crystal**.

UNAUGMENTED FORECLAIMER TRAITS

Ability Score Increase. Your Dexterity and Intelligence scores each increase by 1. In addition, one other ability score of your choice increases by 1.

Age. Foreclaimers reach adulthood at age 20. Unaugmented foreclaimers have a natural lifespan of around 700 years.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. Stella created the foreclaimers using elves as a template, and you share traits with your distant cousins. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Observant. You have proficiency in the Investigation and Perception skills.

Stella's Blessing. The light of the dead god Stella still burns inside you. You know the *light* cantrip. Intelligence is your spellcasting ability for this spell.

Languages. You can speak, read, and write Stelkin and one other language.

AUGMENTED FORECLAIMER TRAITS

Augmentations push a foreclaimer's body far beyond its natural limits. As an augmented foreclaimer, you have undergone an irreversible procedure that integrates circuitry and a power crystal socket into your body. You have also received specialized augmentations to enhance your abilities to perform your duties in foreclaimer society.

As an augmented foreclaimer, you have the following traits in addition to all the unaugmented foreclaimer traits:

Power Crystal. You are sustained by a *charged power crystal**, which fuels your augmented body. If the crystal is removed, you suffer three levels of exhaustion and lose all your augmented foreclaimer traits, including your specialization traits. You can remove these levels of exhaustion by taking long rests, provided you have consumed some food and drink. You regain the traits you lost when you insert a *charged power crystal** into your power crystal socket but must complete a long rest to remove any remaining levels of exhaustion.

Delayed Aging. You can live up to 1,400 years if sustained by *charged power crystals**. If you do not have a *charged power crystal** for more than 24 hours, your body ages rapidly over that time to the physical age you would have been had you not been augmented, and your maximum lifespan is reduced to the natural lifespan of an unaugmented foreclaimer, even if you replace your crystal later.

Crystal Charged Metabolism. You do not require food, drink, or sleep. You need only rest while carrying out light activities for 4 hours to gain the benefits of a long rest.

Specialization. You have one of the following specializations:

SPECIALIZED ARCANE TECHNICIAN

Arcane technicians are scholars and researchers who push the boundaries of innovation and magic to pursue knowledge.

Ability Score Increase. Your Intelligence score increases by 1.

Arcane Mind. Choose two 1st level spells from the wizard's spell list. When you reach 3rd level, choose one 2nd level spell from the wizard's spell list. You can cast each of these spells once a day using this trait and regain the ability to do so when you complete a long rest. Intelligence is your spellcasting ability for these spells.

Enhanced Cognition. You have advantage on Intelligence ability checks and can accurately recall anything you have seen or heard throughout your entire lifetime.

SPECIALIZED LEADER

Members of the leadership specialization are augmented with adaptations that allow them to survive major disasters so that foreclaimer society can endure any crisis.

Ability Score Increase. Your Charisma score increases by 1.

Survival Mechanism. You have advantage on death saving throws. Additionally, if you succeed on three death saving throws, you regain 1 hit point.

Tactical Observation. You can make Wisdom (Perception) checks as a Bonus Action.

Toxic Blood. You gain immunity to disease and resistance to poison damage.

SPECIALIZED TRACKER

Trackers excel in exploring the wilderness. With their augmentations and specialized training, they can survive in nearly any environment.

Ability Score Increase. Your Wisdom score increases by 1.

Enhanced Agility. Your base walking speed increases by 10 feet, and you have advantage on checks and saves made to move through difficult terrain.

Rapid Reflexes. You add your proficiency bonus to your initiative rolls.

Wilderness Adaptations. Your body has been augmented to allow you to excel in various harsh environments. You have a climb speed and swim speed equal to your walking speed and can breathe both air and water using gills grafted to your neck.

This is my specialization. Gills come in handy when you least expect it, believe me.

SPECIALIZED WARRIOR

Warriors' augmentations for strength and durability make them highly effective in battle and let them carry out tough physical labor.

Ability Score Increase. Your Strength score increases by 1.

Enhanced Musculature. You gain expertise in the Athletics skill, which means your proficiency bonus is doubled for any ability check you make with it. Additionally, your carrying capacity is doubled.

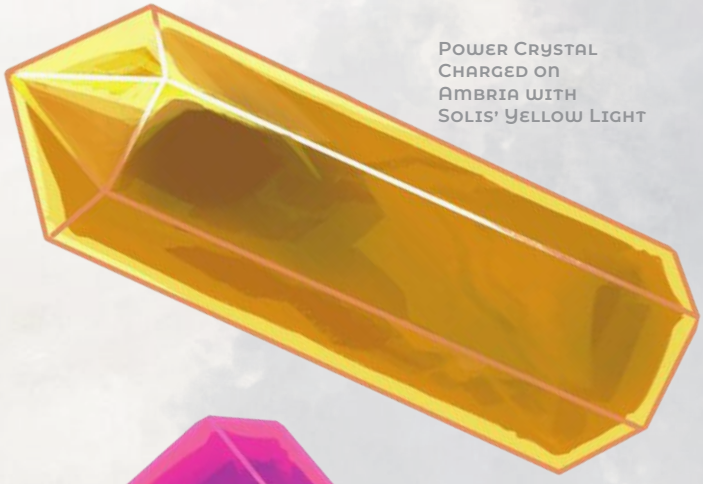
Toughened Nerves. Your body is able to withstand massive damage and pain. You have a +1 bonus to your Armor Class, and you have advantage on Constitution saving throws.

With four Ability Score increases, augmented foreclaimers are intentionally very powerful. Take care to make sure the rest of the non-foreclaimer characters feel powerful in their own ways. You can provide them with strong magic items, use house rules, or even give them extra feats.

Consider these questions when creating your foreclaimer character:

- Are you an unaugmented foreclaimer, an augmented foreclaimer, or an augmented foreclaimer who is now without your *charged power crystal**?
- Augmented foreclaimers typically don't experience empathy because of the influence of their power crystals. Do you feel empathy or not? How does this shape your interactions with others?
- If you live on Seelia, do you belong to one of the two major groups of foreclaimers; Stella's Children or the city of Rachaka?
- If you live on Ambria, how have you survived since your people fled this world? Are you even aware that you are a foreclaimer?

Power Crystal Charged on Seelia with Attrix's Blue Light



Power Crystal Charged on Ambria with Solis' Yellow Light

Power Crystal Charged on Seelia with Saiph's Pink Light

Justin Chan & Jenna "Dingo" Woldenga

PART 7
FOOL'S GOLD ALL QUACKED UP

Fool's Gold All QUACKed Up is an adventure designed to take a party of four characters from level 5 to level 15 and beyond. It uses elements from the original Fool's Gold campaign but is not an exact recreation, so your players can be surprised even if they have watched Dingo's videos. The adventure functions as a framework, but as this is Ambria, you can never be sure when a roll of the dice might unleash chaos—or a dire tarrasque—on your game. Be ready to improvise and adapt as your players go. If you want to recreate the freewheeling vibe of the original Fool's Gold campaign, use this adventure as a scaffold and make the story your own by incorporating the player characters' backstories and motivations. Before running the adventure, familiarize yourself with the information in **Exploring the Bellowing Wilds** and **The Foreclaimers**.

RUNNING THE ADVENTURE

To run this adventure you will need this book and the 5e Core Rules. Any text in **bold red** refers to another section of this book. New monsters and NPCs are marked in **bold blue** and with an asterisk * wherever their stat block is relevant and are detailed in **Appendix A**. Monsters and NPCs marked in **bold purple** can be found in the 5e Core Rules.

Magic items and spells appear in *italics*. New spells and magic items in **Appendix B** and **Appendix C** are marked with an asterisk *. Other nonmagical equipment and basic rules can be found in the 5e Core Rules.

> Text that appears in a box like this describes what characters can see or feel when they arrive in an area for the first time. You can read these texts aloud as written or paraphrase them to suit your own style.

> Text in a box like this is a note for you as the GM. These boxes give extra context, highlight important information, or add additional mechanics.

BACKGROUND

The Bellowing Wilds is thrown into turmoil as current events stir up ancient trouble. Thousands of years ago, a civilization called the foreclaimers absorbed one of Ambria's sun gods, an Anahael named Stella. They used her power to create a new god, Xanu. After suffering their cruel experiments, Xanu turned against his creators, taking over their own automatons to carry out a massacre called Xanu's Decimation. The surviving foreclaimers fled Ambria through a portal to another world. Xanu was shattered into pieces by the closing portal as he tried to follow them. The foreclaimers left behind traces of their high-tech civilization that once spanned the entirety of the jungle that has come to be known as the Bellowing Wilds. Centuries later, other people have settled in the area, though they know little about the foreclaimers who lived here before.

In the present day, Quinn-Ora, a Splicer warlock, is experimenting on the dire tarrasque that was captured by the foreclaimers long ago. This world-ending monster remains imprisoned beneath the town of Alchemist's Quarry. She has gathered pieces of the shattered god Xanu to fuel her ritual experiments. Xanu, strengthened by his shattered pieces coming together once more, plots to finish his extermination of the foreclaimers by any means he can.

As Quinn-Ora's experiments grow closer to completion, the dire tarrasque grows restless. Its writhing causes massive earthquakes to shake the region. Settlements across the Bellowing Wilds are thrown into chaos as the earthquakes shake the region and disturb the monsters that lurk in the jungles all around. Disembodied tarrasque arms appear out of nowhere, causing massive damage. All the while, green dragon Gresh tries to maintain her clawed grip on the region, squeezing the inhabitants for every drop of gold they have to fuel her ambitions of transforming into a gold dragon.

The adventurers are thrown into the Bellowing Wilds, tasked first with uncovering the mystery of strange noises near the village of Bundariko. The archaeologist Ohio Jack tasks the party with helping him recover solar crystals from a series of foreclaimer ruins so he can reopen the portal and discover where the foreclaimers went. The strange earthquakes and the appearance of the disembodied tarrasque arms can be tracked to Alchemist's Quarry. There the party will have to face Quinn-Ora and figure out how to deal with a rampaging dire tarrasque after her ritual backfires. The adventurers can use the destructive power of the portal to the other world to try to neutralize the dire tarrasque or attempt to fight it with the aid of a powerful mech dragon hidden away in ancient ruins. Either way, they'll have to reckon with the two rival groups of foreclaimers who live on the world of Seelia beyond the portal. Finally, the adventurers must grapple with whether to support Xanu's goal or defy the vengeful god.

OVERVIEW

Chapter 1 covers the information you need to run exploration in the Bellowing Wilds, including random encounter tables, environmental hazards, and rules for running a rampage of the dire tarrasque. It also introduces the major factions active in the jungle and ways to introduce Xanu and the foreclaimers at various points in the adventure. This information can be used in any Fool's Gold game.

Chapter 2 starts the party in the town of Bundariko. They are tasked with investigating strange noises and the oddly toothless corpses that have started appearing in the jungle. Once the party starts investigating, they don't get far before a massive earthquake splits the ground beneath them, dropping them into a goblin settlement. The party can fight or negotiate a way out. When they return to Bundariko, they find that the same earthquake has ruined the town's wooden walls, and the toothy monster called the maxilla has taken the chance to wreak havoc. To make matters worse, one of Gresh's tax collectors, Mek'Sass, arrives shortly after to squeeze the shattered town for gold.

Chapter 3 introduces Ohio Jack, an archaeologist investigating the ancient foreclaimer sites. He asks the party to delve into the Power Crystal Production Site and retrieve the solar crystal there for him. In this dungeon, the party must face down the dungeon's guardian and can start to learn about the foreclaimers.

Chapter 4 covers how the earthquakes caused by Quinn-Ora's experimentation on the dire tarrasque are upsetting the Bellowing Wilds. It presents a series of quests and encounters in settlements across the jungle that the party can tackle in any order. While completing these quests, they can find clues about what is happening in Alchemist's Quarry. Sections of this chapter can be used between **Chapters 5** and **6** or after **Chapter 9**, depending on the path the players choose.

Chapter 5 begins with Jack asking the party to join him in the city of Rascam. He wants their help convincing the Bearon of Rascam to let him delve into the foreclaimer site beneath the city. He has acquired tickets to one of the Bearon's grand balls. At the ball, the party discovers the Bearon's guilty pleasure of transforming into a bear and eating guests. In the chaos, crystalsires, zombie-like creatures infected with ancient foreclaimer technology, burst into the ball, released by Sir Belmont, the Bearon's traitorous right-hand man. Beneath Rascam Keep, the party can find another solar crystal but must face more soul-hungry crystalsires to retrieve it.

Chapter 6 covers the journey to Hero's Ascent and the dragon-ruled town. The party can try to take on Gresh or ally with her—or, most sensibly, run away. This chapter can be used at any point during the campaign after **Chapter 3**.

Chapter 7 describes Alchemist's Swamp, one of the most deadly places in the Bellowing Wilds. The party will have to cross the swamp to reach Alchemist's Quarry, the center of the earthquakes shaking the Wilds.

Chapter 8 covers Alchemist's Quarry. The party finds a charming, magical town inhabited by cheerful beastfolk. However, it won't take long for them to discover Alchemist's Quarry's dark side once they meet its leader Quinn-Ora. In this chapter, the party can ally themselves with a spy from the Freehand League, a group that opposes Quinn-Ora. They can also meet the tragic araknightmare, a monster formed from one of the holy Araknights of Velgari and a human man. To confront Quinn-Ora, the party must head down to the Tarrasque Containment Facility, where they can try to stop her ritual. Quinn-Ora is using Xanu shards and her warlock magic to try to fully dominate the tarrasque. Whether or not the party succeeds in stopping her, as massive arcane forces collide, the dire tarrasque takes its chance to escape.

Chapter 9 covers the aftermath of **Chapter 8**. It introduces Xanu, the artificial god, who believes he has a solution to the tarrasque problem. It also introduces Hethkal, a descendant of the foreclaimers who offers a counterpoint to Xanu. With a world-ending monster on the loose, the race is on to find a way to stop it. Opening the foreclaimer portal might give the party a chance to defeat it, and to open the portal the party will need to find the solar crystals in **Chapters 10** and **11**.

Chapter 10 covers the Augmentation Lab, a foreclaimer facility that has been turned into a zoo by the Mayor of Pyrite. Another solar crystal can be retrieved, but doing so releases deadly monsters from their magical stasis, forcing the party to fight their way out. This chapter can be run before **Chapter 7** or after **Chapter 9**.

Chapter 11 describes the last major ancient foreclaimer site, the Bi-Gem Station, where Stella was absorbed and Xanu was created. It is also home to a mech dragon, a powerful vehicle that can be retrieved by the party. This chapter can be run before **Chapter 7** or after **Chapter 9**.

Chapter 12 covers the evacuation of Fool's Crossing, which will be necessary if the party wants to open the portal, as the resulting explosion will destroy the town. With all the solar crystals in place, the party can descend into the basement of Gran's Bakery and flip the switch to open the way into another world. In Seelia, the alien planet the foreclaimers fled to, the party can meet both the druidic Stella's Children and the foreclaimers of Rachaka, who cling to the cruel outlook of their ancestors. The party will be faced with a moral dilemma. Will they help Xanu complete his genocidal goal? Or will they defend the foreclaimers from him? They may also have to face down Goddrick III, the foreclaimer emperor who wants to surpass his ancestors in power, and two more mech dragons!

Chapter 13 introduces several epilogues that can be used to conclude the campaign, depending on what your players decide to do.

LEVELING UP

This adventure is designed to begin with a party of four player characters of level 5 and uses milestone leveling. Whenever the party completes a major event, the characters should level up. If you include additional goals tied to the party's motivations and backstories, they can also level up after completing these objectives.

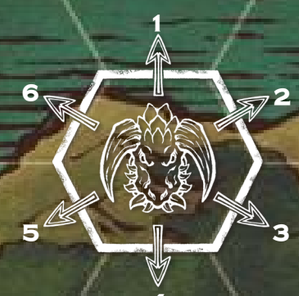
You can adjust the difficulty of encounters to suit a lower or higher level of difficulty or different party sizes by decreasing or increasing the number of enemies, number of hit points, and the DCs of challenges.

It is possible for a party to enter an area that they may not be prepared to tackle at their current level. They can be allowed to retreat and return later, or they may be able to overcome the overwhelming challenge with ingenuity. The approximate level of difficulty for each chapter is as follows:

CHAPTER DIFFICULTY AND PARTY LEVEL

Chapter	Party of Level
2	5
3	6
4	7–12
5	7–9
6	9–11
7	10–12
8	10–13
9	10–13
10	11–13
11	11–13
12	13–15
13	13–15

Oh, and if they somehow defeat the **dire tarrasque*** at any point, that earns a level up for sure! Maybe two!



Dire Tarrasque
Rampage Diagram

BELLOWING WILDS GM MAP

1. Kaisea Ocean
2. Twiniver
3. The Mild Meadow
4. Mypyrin River
5. Pyrite
6. Granite
7. Boiling River
8. Felsen Mountains
9. Hero's Ascent
10. Broaknee River
11. Bundariko
12. Forsaken River
13. The Ancient Bridge
14. Fool's Crossing & Foreclaimer Portal
15. Lei'Sha Facility
16. The Unnamed Lake
17. Alchemist's Swamp
18. Alchemist's Quarry & Tarrasque Containment
19. Velgari
20. Forlorn River
21. Rascam & Automaton Factory
22. Brushwick
23. Glenshire
24. Haibrin
25. Breckart
26. Swamp-Rock Mountains
27. Outlast Brook
28. Haisea Ocean
29. Power Crystal Production Site
30. Augmentation Lab
31. Bi-Gem Station

Samantha Rustle

CHAPTER 1

ADVENTURES IN THE BELLOWING WILDS

This adventure will take the party throughout the Bellowing Wilds. Use the information in this chapter to add excitement and threat to travel and add foreshadowing of the dire tarrasque and the foreclaimers.

JUNGLE THREATS

The following hazards can be used anywhere in the Bellowing Wilds. Choose a threat suitable for your party's level and the terrain they are currently traveling to create a sense of danger during travel or increase the difficulty of encounters.

- ***Moderate threats*** challenge and wear down adventurers but carry little risk of death or severe injury if successfully navigated.
- ***Dangerous threats*** may cause damage or danger even if properly navigated and can make a scenario much more challenging.
- ***Deadly threats*** are hard to detect or prepare for and can result in sudden death.

FEARSOME FOLIAGE

Leaves, petals, and roots drip with poison or carry wicked thorns, making the plant life just as bloodthirsty as everything else in the Bellowing Wilds.

POISONOUS PLANTS

Moderate threat

Poisonous plants grow in thickets throughout the Bellowing Wilds, ranging from 20-foot square tangles to patches extending for miles. To the untrained eye, they are indistinguishable from non-poisonous plants. When touched, the leaves secrete irritating toxins. Thickets of poisonous plants are difficult terrain, and a successful DC 13 Intelligence (Nature) check is required to recognize the plants are poisonous.

In Encounters. A creature that enters a thicket's area or starts its turn there must make a DC 12 Dexterity saving throw. On a failure, it takes 5 (1d10) poison damage from plants' irritating oils.

During Travel. A creature traveling through these thickets must make a DC 13 Constitution saving throw once each hour. On a failure, it is afflicted with a red, itchy rash and is poisoned for the next 2d4 hours. The rash can be cured by a creature using a healer's kit or herbalism kit and succeeding on a DC 14 Wisdom (Medicine) check.

TUMBLING TREES

Deadly threat

Even the hardiest trees in the Bellowing Wilds succumb to seasons of harsh weathering or animal activity, making them unstable. A tremor in the ground or a creature climbing up it could cause a seemingly sturdy tree to tumble, crushing everything beneath it.

In Encounters. If a tree falls during an encounter, each creature climbing the tree and each creature in a 150-foot-long and 10-foot-wide line traveling in a direction chosen by the GM must make a DC 16 Dexterity saving throw. Each creature takes 55 (10d10) bludgeoning damage on a failure, or half as much damage on a success. Unattended objects and structures in this area take full damage as the tree crushes them.

VICIOUS VINES

Moderate threat

The hanging vines in the Bellowing Wilds lie in wait for hapless creatures to wander into their clutches. When a creature approaches, the vines seize their chance—and the creature—holding their prey in place. Creatures that fail to escape their grasp meet their final fate as fertilizer.

In Encounters or During Travel. Whenever a creature moves within 5 feet of a hanging vine, the creature must succeed on a DC 14 Dexterity saving throw or be grappled and restrained by the vine(escape DC 14). The vines can be attacked and destroyed (AC 10, 20 hp, vulnerability to fire and slashing damage, immunity to psychic damage). When a vine drops to 0 hit points, any creatures it is grappling are freed.

Ink Pot Frog

Anneliese Mak

GRUESOME GROUND

Adventurers in the Bellowing Wilds shouldn't even trust the ground under their feet. In addition to the frequent earthquakes opening up cracks that will swallow you whole, there are scalding geysers, boiling hot springs you definitely shouldn't take a dip in, and, of course, quicksand that can swallow expeditions whole.

TERRIBLE TREMORS

Deadly threat

The captive dire tarrasque's struggles cause frequent earthquakes to shake the region. Whenever a tremor occurs, all creatures concentrating on a spell or similar effect must make a DC 13 Constitution saving throw. On a failed save, the creature's concentration is broken. Tremors can also cause unattended objects and structures to collapse. Creatures within 20 feet of a collapsing structure must make a DC 14 Dexterity saving throw, taking 55 (10d10) bludgeoning damage on a failure, or half as much damage on a success.

In Encounters. When a tremor occurs, on initiative count 20 (losing initiative ties), one of the following effects occurs:

- All creatures touching the ground must succeed on a DC 14 Dexterity saving throw or fall prone.
- A pit that is 1d4 x 10 feet in diameter and 2d6 x 10 feet deep opens up in a random location. Creatures in the area must succeed on a DC 15 Dexterity saving throw or fall into the pit. Unattended objects and structures that completely fit into the pit collapse into it.
- A 30-foot-wide and 100-foot-long fissure line tears through the earth. Creatures caught in the fissure must succeed on a DC 16 Dexterity saving throw or fall 4d10 x 10 feet down into the earth. Unattended objects and structures in the line automatically collapse into the fissure.

GHASTLY GEYSERS

Deadly threat

The volcanic activity in the Bellowing Wilds causes geysers of boiling water to erupt unpredictably. Geysers vary in width, from 10-foot to 30-foot diameter circles, and require a successful DC 17 Intelligence (Nature) or Wisdom (Survival) check to distinguish them from an ordinary pool or rock formation. If a creature succeeds on this skill check with a result of 20 or more, it learns how much time remains until the geyser erupts.

Whenever a geyser erupts, it shoots boiling water in a 130-foot-high 10-foot-radius cylinder centered on itself. All creatures in the geyser's area must make a DC 18 Dexterity saving throw, taking 99 (18d10) fire damage on a failure, or half as much damage on a success.

In Encounters. If a creature comes within 10 feet of a geyser or starts its turn there, roll 1d10. On a roll of 1, the geyser immediately erupts. Once a geyser erupts, it won't erupt again until 1d10 minutes have passed.

During Travel. A geyser at rest looks like the perfect spot to take a break or hide from a predator. When traveling in an area with a lot of volcanic activity, there is a 30% chance any rest location picked by the party is within 10 feet of an active geyser. This geyser will erupt in 1d10 minutes. Once the geyser erupts, it won't erupt again until 1d10 minutes have passed.

HARROWING HOT SPRINGS

Deadly threat

Many of the natural hot springs in the Bellowing Wilds look inviting, but some are deadly. The water can be scalding hot and sometimes acidic. A single second inside one is enough to strip a creature's flesh from its bones. A dangerous spring may give off a chemical odor or have murky water, but they are also often nearly indistinguishable from safe pools, only detectable from the subtle shimmer of heat rising from their surfaces.

A creature that touches or drinks the water in a harrowing hot spring takes 33 (6d10) fire damage and 33 (6d10) acid damage. If the damage from the spring reduces a creature to 0 hit points, it dies, and its flesh melts away, leaving only bones.

During Travel. When traveling in an area with a lot of volcanic activity, there is a 30% chance any rest location picked by the party contains a Harrowing Hot Spring.

I love a relaxing dip, but I think I'd rather go to a spa in Brushwick.

SUSPICIOUS SINKHOLES

Dangerous threat

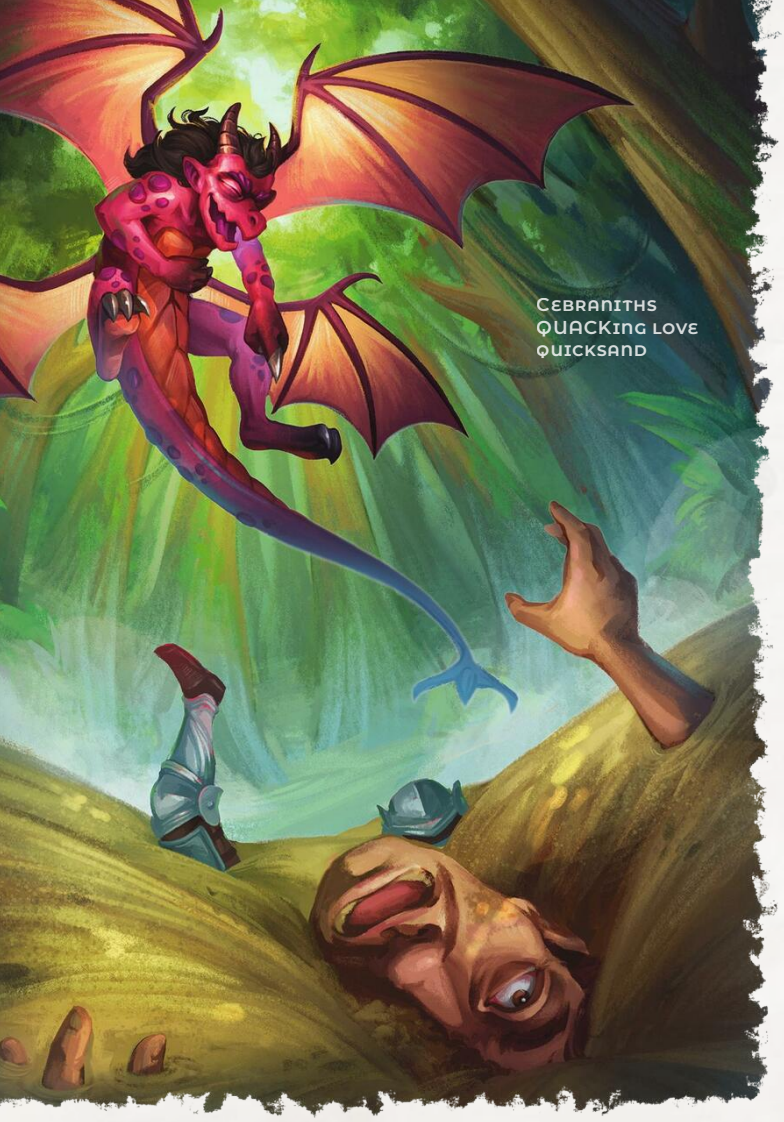
The jungle contains patches of ground that are liable to collapse at any second. Large sinkholes can appear without warning, sending unsuspecting creatures plummeting to their doom. To notice that the ground is unstable, a creature must succeed on a DC 10 Wisdom (Perception) check.

In Encounters. When an object or creature weighing 50 pounds or more enters the unstable area, a sinkhole opens, forming a pit that is 1d4 x 10-foot-square and 1d8 x 10 feet deep. The creature or object that triggers the sinkhole forming and every other creature within the area of the hole must succeed on a Dexterity saving throw or fall into the hole. The saving throw DC is determined by the size of the sinkhole.

Sinkhole Size	Dexterity Saving Throw
10-foot square	DC 13
20-foot square	DC 15
30-foot square	DC 17
40-foot square	DC 20

A creature that falls into a sinkhole takes 1d6 bludgeoning damage for every 10 feet it falls.

Hey, it's not all bad. A sinkhole appearing can also be a great opportunity to hide a body!



QUITE BAD QUICKSAND

Moderate threat

The quicksands of the Bellowing Wilds have claimed the lives of many surefooted adventurers. Solid-looking surfaces throughout the jungle threaten to swallow any creature that steps on them.

Patches of quicksand can occupy anywhere between 10-foot and 50-foot squares and are difficult terrain. To notice a patch of quicksand, a creature must succeed on a DC 15 Wisdom (Survival) check. A creature that steps on quicksand becomes restrained by the quicksand (escape DC 12) and sinks 1 foot into the sand at the end of each of its turns. For each foot a creature sinks into the sand, the escape DC increases by 1. Another creature outside the quicksand can use an action to make a Strength (Athletics) check against the quicksand's escape DC, pulling the trapped creature out on a success. If the creature aiding the trapped creature fails this check by more than 5, it is also pulled into the quicksand. Once a creature is completely engulfed by the sand, it has total cover against any magical effect originating from outside the sand, and it is blinded and begins to suffocate.

In Encounters. A creature that moves into an area of quicksand or that starts its turn there can make a DC 14 Strength or Dexterity saving throw to avoid being restrained by the quicksand until the start of its next turn.

During Travel. In an area with many patches of quicksand to navigate, the party must travel at half speed, and a party member must make a DC 15 Wisdom (Survival) check each hour of travel. On a failure, roll a 1d6. On a result of 1, the entire party walks into a patch of quicksand.

RUTHLESS RIVERS

For those who want a break from land-based dangers, one of the Bellowing Wilds' many rivers may seem like an enticing option. This would be a mistake. Deceptively shallow waters hide vicious currents and razor-sharp rocks. **Hippopotamuses*** and ravenous **swarms of quippers** are easily provoked, and a surprising number of monsters can swim. There is a good reason that the two largest rivers in the Wilds are named Forsaken and Forlorn.

SNEAKY SHALLOWS

Moderate threat

Shallow water is just as dangerous as deep water in the Bellowing Wilds. Creatures crossing shallow fords risk being carried away by the surprisingly strong currents.

In Encounters or During Travel. When a creature enters a shallow stream, it must succeed on a DC 12 Strength saving throw or be knocked prone and carried off by the current. A creature carried off by the stream travels 60 feet each round it ends its turn in the stream. The creature can use its action to make a DC 14 Strength (Athletics) check, escaping the stream on a success. Receiving help from other creatures outside the river grants advantage on this check.

ROUGH RAPIDS

Dangerous threat

Rough rapids are fast-flowing rivers filled with dangerous rocks. When a creature or water vehicle starts its turn in the rapids, it is swept 30 feet in the direction of the rapids' current. Roll a d4 and consult the **Rapids Rocks** table to determine the type of rock each creature or vehicle in the rapids is swept toward.

On its turn, a creature in the rapids must use its action to make a Strength (Athletics) check against the skill check DC of the rock. On a failure, a creature takes damage from the rock.

A creature piloting a vehicle through the rapids must make a Strength or Dexterity (Water Vehicles) check against the skill check DC of the rock to avoid crashing into it. On a failure, the rock deals damage to the vehicle.

RAPIDS ROCKS

d4	Rock Type	Skill Check	Damage
1	Rough stone	DC 15	5 (2d4) slashing
2	Smooth boulder	DC 16	7 (2d6) bludgeoning
3	Jagged outcropping	DC 17	9 (2d8) piercing
4	Razor sharp rock	DC 18	11 (2d10) slashing

You can change how dangerous this threat is by altering the length of the rapids. In short rapids, creatures might make only one check before they are washed clear. But in a long stretch, they might need to make several over many rounds as they bounce from rock to rock. Ouch!

Alyse Stewart

WOEFUL WILDLIFE

The wildlife in the Bellowing Wilds is as unforgiving as its plant life. Despite the jungle's many terrifying monsters, it's often the smallest creatures that strike fear into the most hardened explorers.

AWFUL ANTHILLS

Moderate threat

The ants that inhabit the jungle pack a painful, venomous bite that burns for hours after exposure. To recognize a dormant anthill, a creature must succeed on a DC 16 Wisdom (Survival) check. Anthills take up a 5-foot space (or less) but are quickly activated by a creature stepping on them, causing an outpouring of ants that fills a 10-foot-radius circle on the ground around the anthill. Each round, the radius filled with ants increases by 5 feet on initiative count 20 (losing ties), up to a maximum of a 35-foot-radius circle.

In Encounters. A creature that enters the ant-filled area for the first time or starts its turn there must make a DC 17 Constitution saving throw, taking 27 (5d10) acid damage on a failure. A creature that fails its save is poisoned for the next 1d6 hours. The near-endless flow of ants can't be attacked normally, but it automatically fails saving throws against damage-dealing spells that target an area of effect. The ants disperse after taking 80 points of damage, ending the ant hill's effect.

During Travel. In an area with many anthills to navigate, a party member must make a DC 17 Survival check each hour of travel. On a failure, roll a 1d6. On a roll of 1, one or more party members step on anthills.

MERCILESS MOSQUITOES

Moderate threat

Bloodthirsty bugs fly in swarms throughout the jungle, searching for fresh targets. A single bite may irritate, but hundreds can quickly drain your endurance. Mosquitoes travel in spherical clouds that range from 10 to 20 feet in diameter and have a fly speed of 80 feet per round. These clouds can be repelled by burning at least 5 gp worth of mosquito repelling herbs or by casting spells such as *antilife shell* or *sphere of comfort**.

In Encounters. When a creature enters a cloud of mosquitoes or starts its turn there, the creature must make a DC 15 Constitution saving throw, taking 5 (2d4) piercing damage on a failure.

The near-endless cloud of mosquitoes can't be attacked with weapon attacks or spell attacks with a single target. However, the cloud automatically fails saving throws against spells or effects that target an area, such as *fireball*. The cloud disperses after taking 50 points of damage. A wind of moderate or greater speed (at least 10 miles per hour) also disperses it.

During Travel. When traveling through an area filled with mosquitoes, creatures must succeed on a DC 14 Constitution saving throw for each hour of travel. On a failure, a target suffers a level of exhaustion as the mosquitos drain their energy.

JUNGLE ENCOUNTERS DURING RESTS

Resting in the jungle can be dangerous. When the party takes a short or long rest in the jungle, you can choose to roll on or pick from the following table.

JUNGLE ENCOUNTERS DURING RESTS

d6	Encounter
1	A **swarm of bleeders*** drops an injured **panther** onto the party's campsite by accident.
2	The party attracts the attention of three **thistlewolves***. The pack watches, waiting for the perfect moment to strike, but they can be spotted by a creature with a passive Perception of 16 or higher.
3	A **giant boar** covered in moss crashes out of the underbrush and attacks. It is particularly interested in any food the party has.
4	A group of 2d4 **gilded goons*** claims there is a 50 gp per person fee to camp in this area of Gresh's territory.
5	A charismatic dwarf traveling merchant named Drummond [he/him] (**spy**) arrives with a pack full of goodies. He sells "magic items" for discount prices. The items are fake, and his real goal is to steal valuables from the party.
6	A hidden **cebranith*** attempts to possess one of the party members during their watch.

EXPLORING THE JUNGLE

As the characters move through the jungle, they encounter many dangers. For each day of travel in the jungle, either roll on or pick from the following table to determine whether the party has a random encounter.

JUNGLE TRAVEL ENCOUNTER PICKER

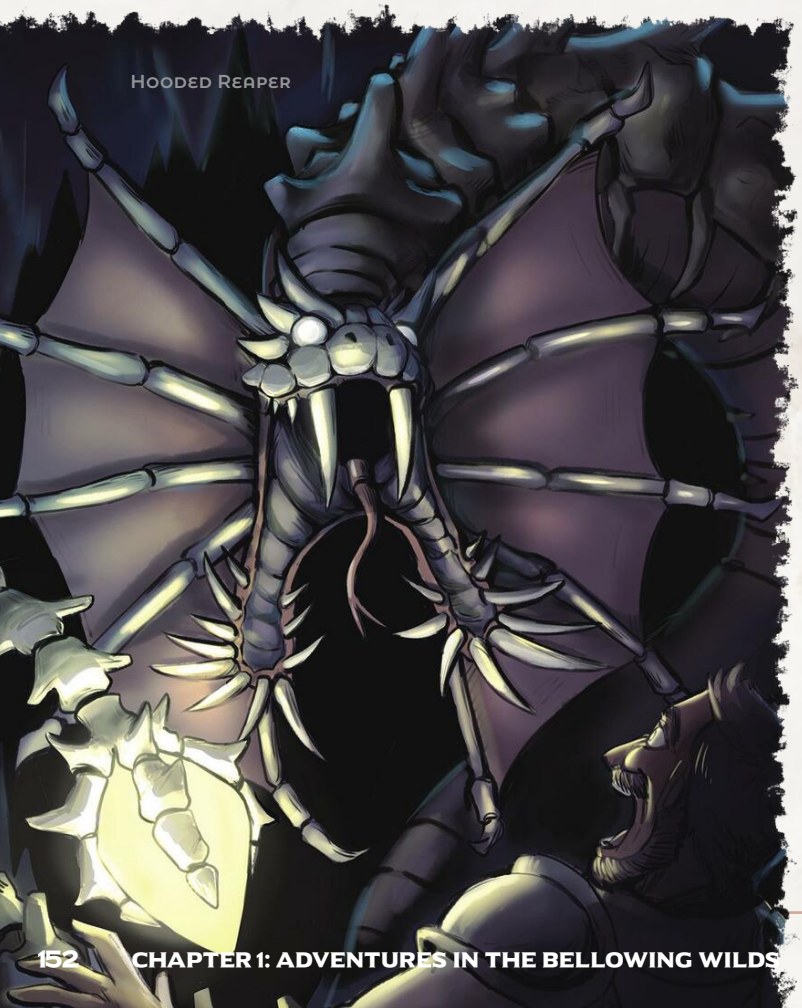
d20	Roll Table
1-3	No encounter
4-10	Jungle Creature Encounters
11-14	Jungle NPC Encounters
15-16	Earthquake Event
17-18	Foreshadowing the Dire Tarrasque
19	Attack of the Dire Tarrasque Arm
20	Chaos Zone

JUNGLE CREATURES

The Bellowing Wilds is home to strange, wonderful, and awful creatures, some of which exist nowhere else in Ambria. Almost all of them are deadly, of course.

Varying Threats. While the whole jungle is dangerous, some areas are more dangerous than others. When you roll on the Jungle Creatures Encounters table, you can use different dice to give a higher or lower chance of encountering more deadly threats:

- A Bad Time: d6
- A Really Bad Time: d8
- A Really, Really Bad Time: d12
- Just the QUACKing Worst: d20



Hooded Reaper

JUNGLE CREATURE ENCOUNTERS

d6/d8/d12/d20	Encounter
1	1d4 **inkpot frogs*** conglomerate in a tree, splattering their slime everywhere.
2	A troop of 2d4 **apes** swing through the trees, looking for food.
3	Just off the road, something glints among the foliage. It is a nest of an **emerald-throated hoaxer***.
4	A merchant caravan (**commoners**) is fighting off two starving **sharkhounds***.
5	Four **jungle sheep*** are gnawing on old bones.
6	A herd of 2d4 **elephants** is stampeding through the jungle, running from a pack of six **thistlewolves***.
7	A **swarm of bleeders*** is hunting for blood.
8	A **noble** from Rascam is under the control of an invisible **cebranith***. They are dressed in velvet finery, unsuitable for jungle travel.
9	1d4 **vultures** feed on the corpse of a **draft horse**. A crashed wagon lies nearby, and a **cebranith*** impersonates a crying child from inside.
10	A **moss wyvern*** is performing a mating dance in a glade while two others watch.
11	A **crystalsire*** staggers through the jungle with its hands out, looking for a new victim.
12	Three **magmonkeys*** glide through the air, surveilling their territory.
13	Two **giant apes** are wrestling just off the path.
14	The scent of a beautiful patch of moss and flowers lingers in the air. It's the scent of two **moss wyverns*** attempting to lure travelers into their lair.
15	An earthquake has disturbed the nest of two **tyrannosaurus rexes**.
16	Two **sanguine queen*s** battle for the right to take over a bleeder hive while three **swarms of bleeders*** watch.
17	A herd of 1d8 **hippopotamuses*** is grazing on the banks of a river.
18	The distraught cries of a child echo through the jungle. In fact, the sounds are a **flower siren*** trying to lure its next meal.
19	Two **shadow walkers*** chase 1d4 **alchemist dabblers*** through the jungle. The dabblers scream for help.
20	A beautiful lantern glowing with a soft blue light appears. It is the tail of a **hooded reaper*** preparing for an ambush.

Avery Howett

JUNGLE NPCS

As if the monsters weren't enough by themselves, the Bellowing Wilds are full of roaming bandits, fanatical followers of the green dragon Gresh, and cantankerous Steel Jaw Cagers on the hunt. Others venture into the deep forest in search of ingredients for alchemy or to hunt for secrets. Some folk in touch with natural magic or comfortable in the jungle make their homes in the deep wilderness. However, most people gather together in fortified settlements to keep them safe.

Just as the environments in the Bellowing Wilds range in extremes, so does the outlook of the locals. The greedy are greedier, the suspicious rarely break eye contact, and welcoming folks basically make you family the moment they meet you. The region is renowned throughout Ambria for its comedians. A dark sense of humor is often necessary to deal with the harsh realities of life in the jungle.

JUNGLE NPC ENCOUNTERS

d8	Encounter
1	Junko [she/her] is a human **alchemist dabbler*** looking for hevensis bushes to harvest their sap.
2	Spud [he/him] just stumbled out of a **Chaos Zone**. He is a halfling, but the chaos magic has transformed him into a **hippopotamus*** wearing giant versions of his clothes. He tries to communicate his situation as best he can.
3	Nora [she/her] is a half-elf child who wandered too far outside her village and got lost. She has survived this long as an unseen **thistlewolf*** has been guarding her.
4	Fork [he/they], a **mohsnian champion***, has lost his sword in a pool of quicksand and is trying to fish it out.
5	Four **bandits** have cornered three **gilded goons*** and are demanding that they hand over all the gold they have.
6	Melissa [she/her] (**mage**) is a biologist studying jungle creatures. In her excitement, she got too close to a **sharkhound*** and is now trying to fight it off.
7	A group of 2d6 **druids** passes through the jungle as their leader, Charis [he/they], explains that almost every plant is dangerous and shouldn't be touched.
8	Terri [she/her] is a bugbear **scout**. She is tracking a **moss wyvern*** that has been luring people from her settlement to its lair.

THE DIRE TARRASQUE

The dire tarrasque is imprisoned under Alchemist's Quarry. As Quinn-Ora tries to splice it into a monster she can control, the tarrasque's writhing shakes the entire region. Eventually, the tarrasque will break free (see **Chapter 8**).

FORESHADOWING THE DIRE TARRASQUE

As Quinn-Ora experiments on the dire tarrasque, its disembodied arms are teleported across the Bellowing Wilds. Wherever one appears, it causes massive destruction before disappearing. At any point before the dire tarrasque is released, the party can discover these traces of these teleported limbs.

As the party moves through the jungle, they come across giant claw marks cut deep into the forest floor.

> Huge gouges are scored into the earth, over 10 feet deep. All around, thick trees are toppled and splintered.

A *detect magic* spell or similar effect reveals faint traces of conjuration magic around the claw marks. A successful DC 13 Wisdom (Survival) check reveals that there are no tracks leading to or from the claw marks.

DIRE TARRASQUE ARM ATTACK

An encounter with a disembodied **dire tarrasque arm*** can be run at any point as the party moves through the jungle or in a settlement of your choice. This encounter can occur multiple times as the tarrasque regenerates its arm each time one is severed and transported by Quinn-Ora's magic. As it is not attached to the tarrasque, the arm is limited in power compared to the whole dire tarrasque, but it can still be dangerous.

> With a swirl of purple energy and a faint pop, an enormous scaled arm appears out of nowhere. Each of its four fingers is the size of a person, and they are tipped with formidable claws. Sizzling black blood spurts from the end where the arm has been severed from whatever monstrously large body it belongs to. The arm begins thrashing about, tearing chunks out of the ground in a frenzy of destruction.

Combat. As soon as it materializes, the arm begins wildly attacking everything around it. After 2d4 rounds, the arm disappears in another swirl of purple energy.

Rewards. If the arm is reduced to 0 hit points, it does not disappear. If the party is able to kill the arm and thus keep it from disappearing, they have advantage on any Wisdom (Nature) or Intelligence (Arcana) checks made in archives, libraries, or similar sources of information while investigating the dire tarrasque. The dead arm is worth at least 1,000 gp to any alchemist, arcane magic user, or trader that the party can sell it to.

DIRE TARRASQUE RAMPAGE

Random Rampage. When it breaks free, the dire tarrasque starts on the **Bellowing Wilds GM Map** in the hex containing Alchemist's Quarry, which is marked with a star. Roll a d6 to determine which direction the tarrasque moves away from Alchemist's Quarry. For every 24 hours that passes in the game, the dire tarrasque moves into a hex adjacent to the one it is currently in. Roll a d6 to and consult the **Dire Tarrasque Rampage Diagram** to randomly determine the direction the dire tarrasque moves.

Destruction. When the tarrasque enters a hex, it begins destroying everything in that hex. If the tarrasque spends 24 hours in a hex, it does massive damage to all objects, plant life, and any people or creatures that haven't fled. If the tarrasque enters a hex that covers the sea, it also generates tsunamis that damage all adjacent hexes. If the tarrasque enters the hex containing a volcano, it triggers an eruption that damages all adjacent hexes. If the tarrasque enters a hex containing a settlement, it does massive damage to it.

Luring the Tarrasque. While the tarrasque is rampaging, if the party finds a way to attract its attention, such as allying with Gresh and having her distract it (see **Chapter 6**), when you roll a d6 to determine the direction of the tarrasque's rampage, roll twice and let the players pick which result to use.

Dire Tarrasque Rampage Diagram

CHAOS ZONES

Chaos Zones can appear anywhere in the Bellowing Wilds at any time. When the party enters a Chaos Zone, roll on the **Signs of a Chaos Zone** and **Chaos Zone Encounters** tables found in **Exploring the Bellowing Wilds**. An optional Chaos Zone encounter is outlined in **Chapter 4**.

If you and your players enjoy things getting weird, add as many Chaos Zones as you like to any jungle travel or settlement!

FACTIONS

This adventure introduces the player characters to several factions throughout the Bellowing Wilds. These factions can become the party's enemies or allies, depending on how the players choose to interact with them. The main factions are:

- **The Bearon of Rascam.** The Bearon rules the city of Rascam but also influences the town of Bundariko and many major trade routes in the Bellowing Wilds.
- **Gresh and her Gilded Goons.** Gresh is a green dragon who claims the Bellowing Wilds as her territory. Her tax collectors, the Gilded Goons, are a common sight throughout the jungle. They are led by Mek'Sass, an NPC who can become a recurring enemy.
- **Mr. Biznez and the Goblins.** The goblins of the Bellowing Wilds live in fear of the world above ground. However, their leader Mr. Biznez wants to expand his people's horizons.
- **The Freehand League.** An organization based in Haibrin is working to free the people held captive by Quinn-Ora. Freehand League agents are spread throughout the Bellowing Wilds.
- **Goddrick's Vanguard.** Two foreclaimers, Ethori and Bremeck, were sent from Seelia to discover whether Xanu is still a threat. Ethori is fascinated by Ambria, and Bremeck wants to complete their mission as quickly as possible.

Other Factions. In addition to the factions covered in the campaign, the party can make allies or enemies of other factions in the Bellowing Wilds, such as the Araknights of Velgari, the Steel Jaw Cagers, or the Cryodons of Breckart. Refer to **Exploring the Bellowing Wilds** if you want to expand your game to include additional factions.

Samantha Rustle

XANU AND THE FORECLAIMERS

Xanu is a major NPC in the later part of the campaign. However, you can introduce him earlier, either directly or indirectly. Xanu's consciousness resides within shattered crystal shards. A character can have a *Xanu shard** in their possession from the start of the campaign or gain one during play, either inside their body or as part of a keepsake or trinket. There is an opportunity for the party to obtain a *Xanu shard** in the Chaos Zone side quest in **Chapter 4**.

If you choose to give a character a *Xanu shard** before **Chapter 8**, you can have Xanu influence the character in subtle ways. For example, he could appear in their dreams, create a feeling of intuition during key moments, or a character might think of him as an imaginary friend from their childhood. Xanu wants to drive characters to seek out the solar crystals and work toward reopening the portal so he can satisfy his vengeance against the foreclaimers.

When Xanu's shattered pieces are brought close to one another, as in **Chapter 9**, he gains the ability to interact with characters more directly. If he allies with the characters, he will unlock the full power of the *Xanu shards**.

Good luck to whoever gets a shard inside them... XANU NEVER SHUTS UP!

FORECLAIMERS ON AMBRIA

Although most living foreclaimers are trapped on the planet of Seelia during the campaign, there are at least three foreclaimers active in the Bellowing Wilds during the early part of the adventure. These NPCs can be encountered at various points in the campaign as allies or antagonists for the party. A side quest introducing two foreclaimers from Seelia, Goddrick's Vanguard, is found in **Chapter 4**. The third foreclaimer is named Hethkal [he/him]. He is a descendant of foreclaimers who survived Xanu's Decimation. He is an ally to the main quest giver, Ohio Jack [he/him], and makes an appearance in **Chapter 9**.

Bremeck & Ethori, Goddrick's Vanguard

Justin Chan & Jenna "Dingo" Woldenga

CHAPTER 2
BUNDARIKO BUSINESS

The adventure begins in the ramshackle town of Bundariko. Before running this chapter, read the **Bundariko** and **Underground** entries in **Exploring the Bellowing Wilds**.

STOUT'S REQUEST

The party might already be working together or be brought together to answer the call for aid from Bundariko's leader, Stout Pinston [he/him].

The Mystery. There have been strange, rhythmic banging noises from the jungle to the northwest of town, and corpses of jungle creatures with all their teeth missing have been found not far from Bundariko. Stout wants to assemble an expedition to investigate what could be causing these strange occurrences.

The Truth. The noises are being caused by a community of goblins excavating a new part of their Home underground. The toothless corpses are caused by the maxilla, a parasite that lodges itself in the mouths of other creatures and takes them over. No one in Bundariko knows these facts.

The Reward. Stout is offering a reward of 150 sp to any group that can uncover the reasons for the noises and the dead, toothless creatures. As he knows that Gresh will be sending her tax collectors to gather gold soon, Stout is not willing to pay with gold pieces. However, he will offer free room and board at his tavern for seven nights and a celebratory round of *soul sugar beers** upon successful completion of the mission.

ROLEPLAYING STOUT PINSTON

Stout Pinston (**veteran**) is the unofficial leader of Bundariko. He is a gruff and straightforward dwarf who carries himself with easy confidence. Stout's friendship and loyalty are easily won by anyone who helps his little town thrive. Stout cares deeply about two things—the survival of Bundariko and brewing the best gods-damned beer this stinking jungle has ever seen.

Mayor-ish. The scrappy hamlet is too insignificant to have an official mayor, but Stout Pinston is the person everyone in Bundariko turns to when they need help. He owns the Outta Hand Tavern, which serves as an unofficial town hall.

Honest and Caring. Stout genuinely cares about everyone who turns to him for help and will do his best to assist them in any way he can. He prefers to solve disputes with honest but firm discussions rather than violence.

Wise Veteran. Stout served in the Kylandrian army but has retired to the Bellowing Wilds, leaving his military past behind him. However, he keeps a *+1 battleaxe* under the bar and will readily defend anyone in need.

Ideal: "We can only survive by working together."

Bond: "Bundariko is my home. The people here are my family."

Flaw: "Once I've made up my mind, almost nothing can make me change my opinion."

Stout is my kinda barkeeper... he lets me use his furniture as weapons.

BUSHY AMBUSH

Beyond the safety of Bundariko's wooden walls, massive trees claw their way out from the dense carpet of moss and leaves. Only a few feet into the dense brush, the canopy blocks the sun entirely, plunging you into a deep green world. The jungle is alive with sounds—the calls of birds and the rustling of hidden creatures.

A few hours from Bundariko, the thick jungle opens into a clearing 60 feet long and 30 feet wide. An enormous fallen tree lies in the center of the clearing and provides half cover. The thick forest all around the clearing is difficult terrain, and the underbrush provides half cover.

Patient Predator. On the dense carpet of moss on the forest floor, a **moss wyvern*** hides next to the fallen tree. To an onlooker, it looks like a large moss-covered mound. To spot the wyvern, a character must succeed on a DC 16 Wisdom (Perception) check.

The wyvern uses its charming moss ability to attempt to lure prey as close to it as possible before it attacks. A character who is on top of the wyvern when it attacks must succeed on a DC 14 Strength saving throw to avoid being knocked prone.

Angry Bird. During combat, if a character misses with a ranged weapon or a spell attack, the missed attack hits one of the nearby trees, disturbing an **emerald-throated hoaxer*** in its nest. The hoaxer relentlessly attacks any creature that disturbs it.

Treasure. Moss wyvern toxin, an alchemy ingredient, can be extracted from the dead moss wyvern with a successful DC 18 Wisdom (Survival) check (see **Appendix D** for more details). The hoaxer's nest contains 79 gp in coins and gemstones with a combined worth of 23 gp.

GOBLIN HOME DROP ZONE

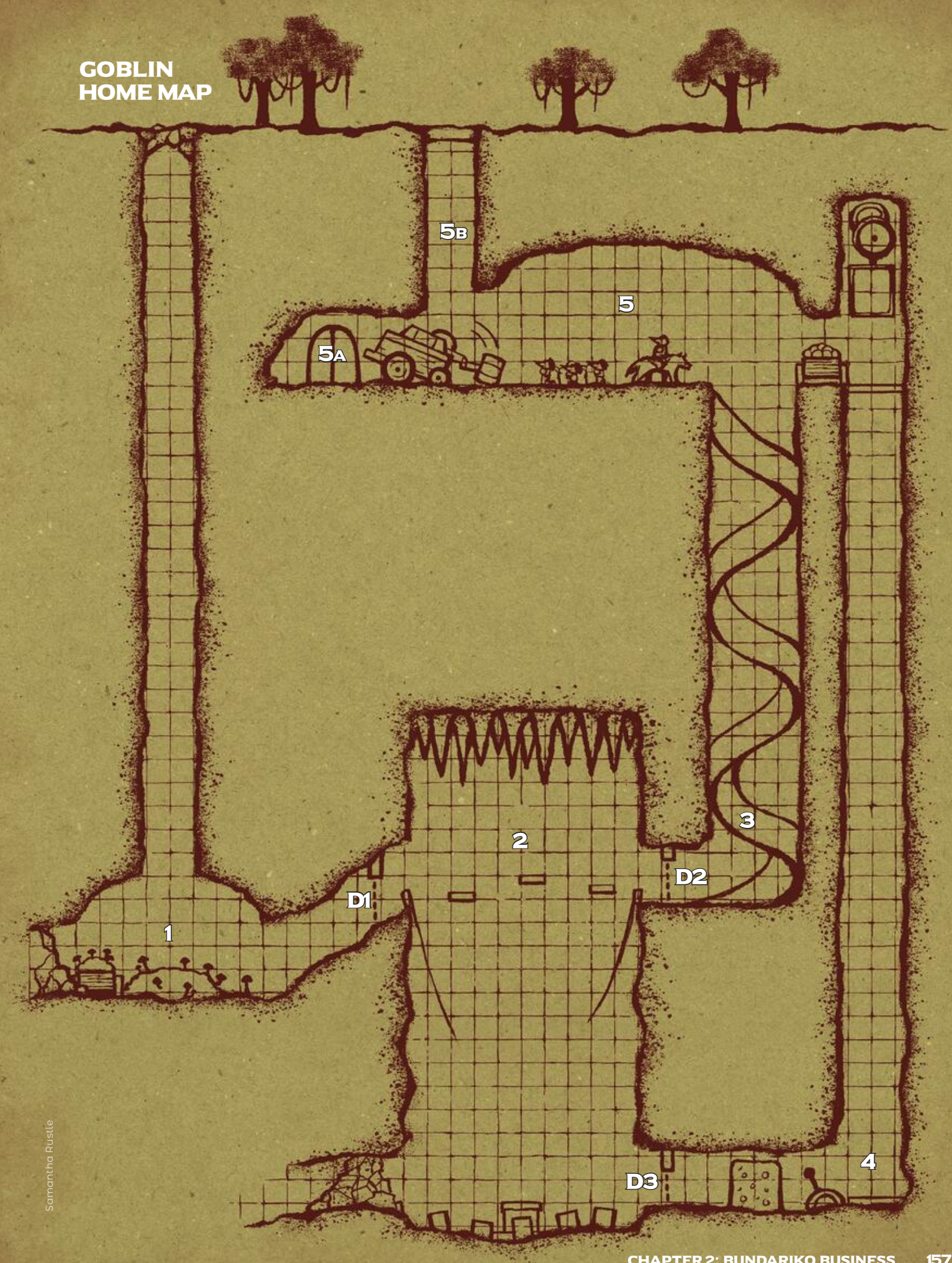
Several hours walk further into the jungle, following the sounds of rhythmic banging, the noises become louder. In a small clearing filled with rocks, the sound can clearly be heard to be coming from underground.

Maxilla Clues. A corpse of a giant crocodile lies in a clearing. All of its teeth are missing. A successful DC 13 Wisdom (Medicine) check reveals that the body is in an advanced state of decay and that there are small holes in the gums. All around, there are splintered trees and signs of violence. A successful DC 15 Wisdom (Survival) check reveals there are tufts of fur caught on the splintered wood, and with a successful DC 18 check, the fur can be identified as that of an ape.

Earthquake. While the party is within this clearing, an earthquake strikes, splitting the ground beneath them and dropping them down into the underground domain of the goblins.

> The rhythmic thumps pause, and for a moment, the jungle is silent. Then a violent tremor rips through the earth. Trees shake and splinter. With a rending groan, the ground opens up, and you tumble down into the void.

GOBLIN HOME MAP



Samantha Rustle

WELCOME TO HOME

This area of Home is currently being excavated by goblins to house themselves. Some of the strange noises heard in the jungle by the people of Bundariko were the sounds of this work.

The following areas correspond with the **Goblin Home** map. Note that this map is a cross-section, not a top-down view.

> **Exploring Home**
> Home has the following features unless otherwise noted:
>
> - Lighting. Home has no lights and is in total darkness.
> - Tunnels. Tunnels in Home are 10 feet wide with 10-foot high ceilings. They are rigged to be collapsable at the entrance and exit of each tunnel.
> - Security Doors. The security doors are stone slabs built to slide down from the ceilings when their supports are removed, blocking the tunnels. These doors can be attacked and destroyed (AC 17; 27 hit points; immunity to poison and psychic damage).

WHAT LURKS HERE?

GOBLINS

Home is home to the **goblins** of the Bellowing Wilds. Goblins have only recently moved into this section of the underground after being driven out of their old tunnels by a hooded reaper. The goblins are led by **Mr. Biznez***, accompanied by his **direwolf**, Snoot. Mr. Biznez can be found in area 5.

Fearful. The goblins are afraid of most people from above, but especially of anyone who reminds them of their ancient history of being captured by the foreclaimers. The goblins are particularly distrustful of elves, half-elves, and foreclaimers. Conversely, they are more willing to trust people who share their affinity for the underground, such as dwarfs and kobolds.

CRITTERS

The goblins cultivate useful mushrooms such as **shriekers**. They have also domesticated a **gelatinous cube** that acts as a garbage disposal.

TIME PRESSURE

Initiative begins when the party lands in area 1 and the alarms sound. Terrified of intruders, the goblins rush to flee and make it harder for anyone to follow them, causing the following effects at the start of the following rounds:

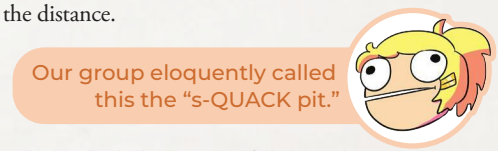
Round	Effect
2	D1 and D2 security doors are shut, the bridge in area 2 is cut
4	D3 Security door is shut, the escape tunnel collapsed in area 2 is collapsed
6	Area 2 is completely caved in

AREAS OF HOME

1. ROT FARM

This moist chamber is 40 feet wide with 25-foot high ceilings and smells strongly of rotting vegetables. A wagon filled with harvested fungus stands against the west wall.

Trash Patch. The party lands in a squishy 20-foot diameter patch of slimy refuse in the center of the chamber, taking no fall damage. Four **shriekers** growing on the patch immediately react to the party's arrival, sounding the alarm. A moment later, loud drums can be heard reverberating in the distance.



Collapsed Ceiling. The hole the party fell through has collapsed in on itself, blocking a view of the sky far above.

Mushroom Farmers. The farm is tended by five **goblin** farmers who are shaken but uninjured by the collapsed ceiling. They panic when they hear the shriekers, which have been cultivated to ignore goblins. The farmers attempt to flee through a tunnel at the back of the room, collapsing it on their way out.

Connecting Corridors. The uncollapsed tunnel connects to area 2. It is 40 feet long and inclines steeply upward. A security door (D1) is located 20 feet into this tunnel.

2. BRIDGE CHAMBER

This enormous chamber is 100 feet from ceiling to floor. The entrance from area 1 is 30 feet below a ceiling covered in sharp stalactites and overlooks a 60-foot drop into the chasm below.

Rope Bridge. A 60-foot-long bridge made of stone slabs secured with rope spans the chasm. After two rounds, the bridge is cut, and a security door (D2) 5 feet into the tunnel leading to area 3 is shut.

Rock Platforms. Three 10-foot long and 5-foot wide platforms jut from a near cavern wall. Each has a 15-foot gap between them, and the middle platform is 10 feet higher than the others. There is a 60-foot drop from the lower platforms to the bottom of the chasm and a 70-foot drop from the upper one. Each platform has an AC of 8, 10 hp, and immunity to psychic and poison damage.

Stalactites. The goblins have been enlarging this chamber using a mechanical contraption that pounded on the walls. This was the cause of the strange noises. At the start of round 3, goblins use this machine to shake the chamber, causing stalactites to fall from the ceiling. A creature that moves onto one of the rock platforms or attempts to fly across the chamber must succeed on a DC 14 Dexterity saving throw to avoid the falling stalactites or take 9 (2d10) piercing damage. The rock platforms automatically take the damage.

Goblin School. At the bottom of the chamber, a deserted ring of earthen seats surrounds a stone podium. Until the end of round 4, characters can see frightened goblin children escaping with their possessions through a tunnel, ushered by goblin adults who collapse it behind them once that last child is safe.

Connecting Corridors. A 20-foot-long tunnel across the chasm leads to area 3. The town at the chasm's bottom has two tunnels leading out from it. One extends 40 feet to the pulley lift but is blocked by a security door (D3) after the start of round 4. The other is used by the goblin children and their teachers to escape. The goblins intentionally collapsed it at the start of round 4 to seal it behind themselves.

3. RAMP OF DOOM

Area 3 is a 20-foot wide and 100-foot tall cylindrical chamber. Frantic goblin voices and a stinging chemical smell waft down from above. Anyone who understands Goblin can understand that four goblins are discussing a plan to hurl explosives at anything that comes up the ramp.

Ramp. A smooth stone ramp spirals up the sides of this chamber, leading to area 5. Each 10-foot section has 20 hp and a damage threshold of 10.

Alchemists. At the top of the stairs, four goblin **alchemist dabblers*** bombard the ramp in an attempt to destroy it. They stop attacking and flee once the party reaches the top. They are hiding behind a wagon, which gives them half cover. Each alchemist can use materials from the wagon beside them, allowing them to use the following special action:

> ***Experimental Explosive.*** The alchemist drops a big bomb which explodes 1d10 x 10 feet from where it was dropped. Each creature within 10 feet of the explosion must make a DC 13 Constitution saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a success. Structures in the area automatically take this damage.

4. ELEVATOR

This 10-foot-tall by 10-foot-wide tunnel leads to a vertical shaft that ascends 100 feet to area 5. A big lever sits on the ground in front of the shaft. The walls of the tunnel are clean.

Clean Up Crew. A **gelatinous cube** lurks in this tunnel. It is the goblins' pet. A collar with a tag labeled "Squishy" floats in its middle.

The Elevator. A rickety wooden elevator can be operated by a creature using its action to push a large lever, causing the platform to descend or ascend. It takes 2 rounds to travel between area 5 and area 4 on the elevator. The elevator platform is currently in area 5.

5. EXIT CHAMBER

This natural cavern is 60-foot long by 60-foot wide with a 30-foot high ceiling. The 30-foot-high security door is as wide as the cave. It has 120 hit points and a damage threshold of 10.

5a. Exit Door. On the far wall is a large, reinforced door. Beyond this door long winding tunnels lead to other areas of Home across the Bellowing Wilds.

5b. Exit Shaft. A 50-foot long shaft leads up from area 5 to the surface. Three 50-foot long knotted ropes are attached to iron rings at the top of the tunnel. This tunnel is sealed with a slab of rock that can be pushed aside with a successful DC 16 Strength (Athletics) check. Pulling a lever at the bottom of the tunnel will cause the slab to slide into the wall.

> This wide chamber is closed off at one end by a massive door. A wheeled contraption with hammers and pickaxes sticking out at odd angles stands in front of it. A crowd of goblins in ill-fitting armor shift uncomfortably as they brandish their weapons. They part for a tough-looking goblin with a prosthetic leg riding a dire wolf. Both the goblin and his mount have matching eyepatches and neckties. With a gesture, the goblin commands his force to hold their fire before he approaches you warily.

Welcoming Committee. Twenty **goblins** are arrayed in front of the door with their shortbows at the ready. The lead goblin is **Mr. Biznez*** [he/him], who rides his loyal **dire wolf** companion Snoot [he/him].

Whacking Machine. This chamber contains a large excavation machine that the goblins have been using to enlarge the caverns of Home. This is the source of the strange noises heard in Bundariko.

Up to six goblins can ride inside the whacking machine, which gives them three-quarters cover. In combat, on initiative count 20 (losing ties), they can use it to cause the following effect:

> ***Whack.*** Each Medium-sized or large humanoid within 30 feet of the whacking machine must succeed on a DC 14 Dexterity saving throw or be knocked prone.

ROLEPLAYING MR. BIZNEZ

Mr. Biznez is the champion of the goblins. He is not scared of the party or any abovegrounders. He is wary but is inclined to end things peacefully if the party poses no threat to goblinkind. Mr. Biznez is gruff and quick to insult whoever he is speaking to as this is considered polite among goblins.

Mr. Biznez wants the party gone if they are dangerous to his people. However, he also sees their arrival as an opportunity to make contact with people from the world above. If he is convinced that the party is not a threat, he will make overtures toward establishing trade. If the party is hostile, Mr. Biznez will attack, leading charge with Snoot as the other goblins stay back and pepper the party with arrows. If Mr. Biznez doesn't trust the party or thinks they mean to harm his people, Mr. Biznez and his forces will fight to the death to give the other goblins as much time as possible to escape.

Ideal: "It's time abovegrounders learn to respect goblins."
Bond: "Snoot is my bestest buddy."
Flaw: "I'm cocky and overconfident."

CONCLUSIONS

If the party convinces Mr. Biznez they mean no harm, he orders his forces to stand down. He will parley with the party and reveal his desire for the goblins to return to the surface and trade with others on an equal footing. A trading alliance with the goblins could prove very useful for Bundariko and benefit both sides. Mr. Biznez is a trustworthy ally, though he demands that all deals be sealed with a spit handshake in the goblin way.

For people whose primary currency is live rats, goblins are some of the most civil folk in all of the Bellowing Wilds.

If the party doesn't establish trade but does convince Mr. Biznez to let them leave, he will agree to escort them to the surface as long as they swear an oath to the god Nothing to never reveal what they have seen of goblin life here.

If the party fights their way out of Home, goblins from other parts of Home eventually learn of the massacre and will seek revenge. They may poison the water sources of Bundariko, undermine buildings by digging underneath them, or generally torment the town with mischief.

Maxilla, Talk About a Toothache!

BUNDARIKO... MORE LIKE BURN-DARIKO

Back on the surface, evidence of the earthquake that dropped the party into Home is obvious; several large trees have fallen, and the ground is buckled and split. Even among this disarray, a more dramatic trail of destruction can easily be seen, as if a massive creature has smashed its way through the forest. The trail heads in the direction of Bundariko.

Dodgy Goblin Knowledge. If the party is accompanied by Mr. Biznez*, he knows that a strange monster, unlike any the goblins have seen before, arrived in this part of the forest recently. It hasn't bothered the goblins so far, but it has been killing other creatures above ground. He believes that it can shapeshift. This is incorrect, as the monster is actually the maxilla, a parasite that hops from host to host.

MAXILLA ATTACK

When the party returns to Bundariko, the earthquake has leveled the town's defensive walls.

> The ramshackle town of Bundariko is engulfed in chaos. The rough palisade walls of sharpened logs have collapsed. Smoke and screams fill the air. Stout is calling out orders to coordinate the panicking townsfolk as he heaves buckets of water onto the flames threatening to consume his tavern. The ground shakes as a massive ape flattens a house with a swing of its huge fist. Tentacles writhe in its mouth as it roars—an eerie sound deep and high pitched at once.

Combat. The maxilla and the hulking host*, a parasitic monster inhabiting the undead body of a rotting giant ape, is tearing its way through Bundariko. The maxilla is very aggressive as its ape host is beginning to fall apart. It is searching for the strongest body to inhabit and is keen to cause maximum carnage as it does so.

Once the maxilla and its ape host are reduced to 20 hit points, the parasite will aim to infect a new victim, targeting the strongest creature within range.

Fire. A fire has broken out at the Outta Hand Tavern and is threatening to spread to other buildings. Characters can help put out the flames by making three successful DC 13 Strength (Athletics) checks to hurl buckets of water onto the fire. Once three successful checks have been made, the fire dies down and the tavern is saved. If three checks are failed in a row, the fire grows stronger and the characters must make an additional successful check to put it out.

CONCLUSIONS

If the party defeats the maxilla and saves the Outta Hand Tavern from fire, Stout and the other townsfolk are overjoyed. The party members are hailed as the heroes of Bundariko. Stout will let them stay at the Outta Hand for free whenever they want.

If the maxilla burrows its way into a creature's mouth, the creature will only have a few days to find a way to remove it before being fully overtaken by the parasite.

Rumors Around Town

Between the earthquake and the maxilla's attack, Bundariko has been badly shaken. NPCs around town eagerly share their speculations about what caused the earthquake. These include:

- The earthquake was sent by the nature god Generisa, who hates that humanoids are living in the Bellowing Wilds.
- The quake was a natural occurrence, just another day in the jungle. Gresh's volcano isn't that far away, after all.
- It was something to do with the old ruins that the researcher Ohio Jack went off to find. He left Bundariko on a research trip several days ago and hasn't returned. He probably messed with something he shouldn't have and set off the earthquake.

LEVEL UP

After saving Bundariko, the party should level up.

Jess Jackdaw

GETTING SASSY WITH MEK'SASS

The devastation caused by the recent earthquakes hasn't stopped Gresh, the green dragon ruler of the Bellowing Wilds, from sending out her tax collectors. Within a few days of the maxilla attack, Gresh's head tax collector, **Mek'Sass*** [she/her], arrives in Bundariko, looking for gold.

> A stifled yelp rings out as a tall, six-armed serpentine figure slams a merchant firmly against the crooked palisade wall and holds him there with ease. Ringed around her, dressed in shining golden capes, are three henchfolk bristling with weapons. Begging to be allowed to keep his knees, the merchant pulls out a leather purse. The snake-like leader takes it with a cold smile and turns with a gleam of greed in her eyes to find her next victim.

Stout's Plea. Stout will try to reason with Mek'Sass, arguing that Bundariko needs its funds to pay to rebuild the wooden walls that keep the town safe from the jungle beyond. In response, Mek'Sass will break Stout's arm unless stopped by the party.

Fresh Meat. Mek'Sass sees newcomers in Bundariko as fresh opportunities to extract more gold and will approach the party demanding they pay their taxes to Gresh as soon as she sees them. She wants the party to hand over half of the gold they have.

Combat. If combat breaks out between the party and Mek'Sass, the locals will not assist, as none dare oppose Gresh's rule. In combat, Mek'sass and her three **gilded goons*** aim to knock out opponents rather than kill them so they can take their gold. Mek'Sass will flee if she is reduced to one-quarter of her total hit points or if all three of her goons are eliminated.

ROLEPLAYING MEK'SASS

Mek'Sass was once a lizardfolk from the village of Lei'sha but was transformed into her current snake-like form by a Splicer warlock on the orders of Gresh. She speaks in a slow, hissing drawl and works hard to never appear flustered, surprised, or out of control.

Strength Above All. Mek'Sass prides herself on being the most ruthless of Gresh's tax collectors. She respects only strength. As Gresh was strong enough to destroy her home, Mek'Sass follows her loyally.

Gold Getter. Mek'Sass does not hesitate to maim or even kill, but she would rather use intimidation instead of violence to gather the gold that Gresh demands. Dead people and razed towns rarely pay taxes. Mek'Sass has visited Bundariko many times before, shaking down the small settlement for every last gold piece with each visit.

Ideal: "Strength is all that matters in this harsh world."

Bond: "I fear and respect Gresh."

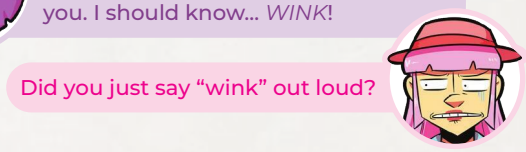
Flaw: "I want respect, but I only know how to cause fear."

CONCLUSIONS

If the party defeats Mek'Sass, the locals are uneasy as they believe it will cause trouble with Gresh. Once the dragon hears that Mek'Sass has been defeated, she will send more of her **gilded goons*** to punish Bundariko. If that is not enough to rattle Bundariko, she will take care of the matter herself.

If the party pays up, Mek'Sass will leave, but not before she attempts to intimidate them by saying she looks forward to seeing more of the party out on the roads.

If Mek'Sass defeats the party, she has her lackeys stabilize the wounded and leaves a note on the body of whichever character impressed her the most that reads, "Thanks for the fun fight. Come see me in Hero's Ascent sometime for another round."



More Mek'Sass

Mek'Sass can function as a recurring enemy. From this point, the party can encounter Mek'Sass across the Bellowing Wilds on the roads or in most towns. She is always accompanied by **gilded goons***. She will hassle the party to pay her half the gold they have, claiming that half of anything they earn while exploring belongs to Gresh. If the party does not kill her beforehand, she can be encountered a final time in Hero's Ascent as covered in **Chapter 6**.

The Many-Armed Mek'Sass

Avery Howett

CHAPTER 3
POWER CRYSTAL EXPEDITION

This chapter introduces the key NPC Ohio Jack and his quest to retrieve the solar crystals from ancient foreclaimer sites so he can reopen the portal to the world the foreclaimers fled to. Before running this chapter, familiarize yourself with the history of the foreclaimers and the solar crystals in **Part 6**.

TWO QUEST GIVERS?

The next time the party visits Stout's inn, there are two new mysterious figures waiting in the taproom.

MYSTERIOUS FIGURE NUMBER ONE

In the darkest corner of the dining room sits a cloaked and hooded figure, their face completely hidden from sight. They sit completely motionless, and none of the other guests acknowledge their gloomy presence.

Gotcha. This "hooded figure" is just a broom with a cloak draped over it that Stout puts out to trick rookie adventurers. If the party approaches it, the other patrons go quiet and stare.

If anyone touches the figure, the broom and cloak fall, and the locals erupt into roars of laughter, and Stout pulls out a chalkboard from under the bar and adds one point to a tally on a column labeled "Nosy Adventurers."

In the original campaign, the crew somehow turned this joke into a full-fledged bar fight. You can never predict what players will do!

MYSTERIOUS FIGURE NUMBER TWO

Sitting by a sunny window is a scruffy human man wearing a hat with two small horns poking from the front of it. His clothes are splattered with mud and a little bit of blood. The man is vibrating with excited energy as he scribbles in his notebook.

Oh Hi, Ohio Jack. The second figure is **Ohio Jack*** [he/him], who is well known to Stout and the other residents of Bundariko. He has a reputation as an eccentric who is too interested in old stuff for his own good.

Instantly suspicious.

Jack's Goal. A few days before the earthquake, he set off with a party of adventurers he hired to investigate rumors of a foreclaimer site not far from Bundariko. He found the entrance to the ruins but lost all his companions along the way and was too scared to go in alone. Now Jack is eager to recruit a new party of adventurers to investigate the ruins he found. Jack will provide clear instructions to the entrance of the ruins. If pressed, he will be willing to lead the party to the site but won't enter it himself as he is too cowardly.

Foreclaimer Knowledge. Jack will share his suspicions that the site he has located is part of the lost foreclaimer civilization. He knows the foreclaimers lived in the Bellowing Wilds around 3,000 years ago. He received a tip about the site from a mysterious contact named Hethkal [he/him], who Jack believes is an adventurer but is actually a descendant of the foreclaimers.

Rewards. Jack offers a reward of 150 gp for venturing into the site and an additional 300 gp if the party can retrieve the large crystal at the heart of the ruins for him.

ROLEPLAYING OHIO JACK

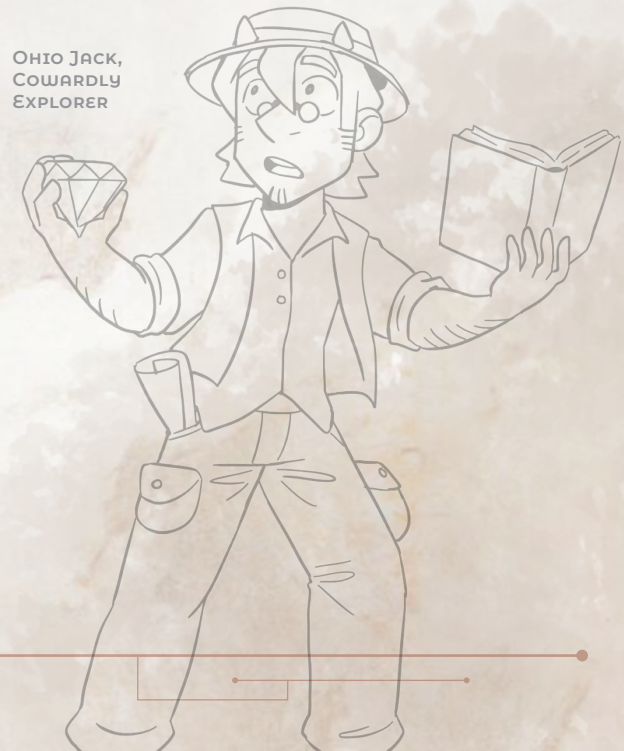
Ohio Jack is an archeologist who has dedicated his life to researching the ancient foreclaimers. His ultimate goal is to open the foreclaimer portal to find answers about their disappearance.

Cowardly Explorer. Ohio Jack is a coward and relies on the help of other adventurers to delve into dangerous ruins to discover things for him. If there's a fight, he runs and hides until it's safe. One thing is for sure, he's no hero.

Driven Researcher. The existence of the foreclaimers is not known by most archaeologists. Ohio Jack is at the forefront of foreclaimer research and is extremely knowledgeable about the history of the Bellowing Wilds. However, he is still in the early stages of his research and does not know the full history of what truly happened to the foreclaimers yet.

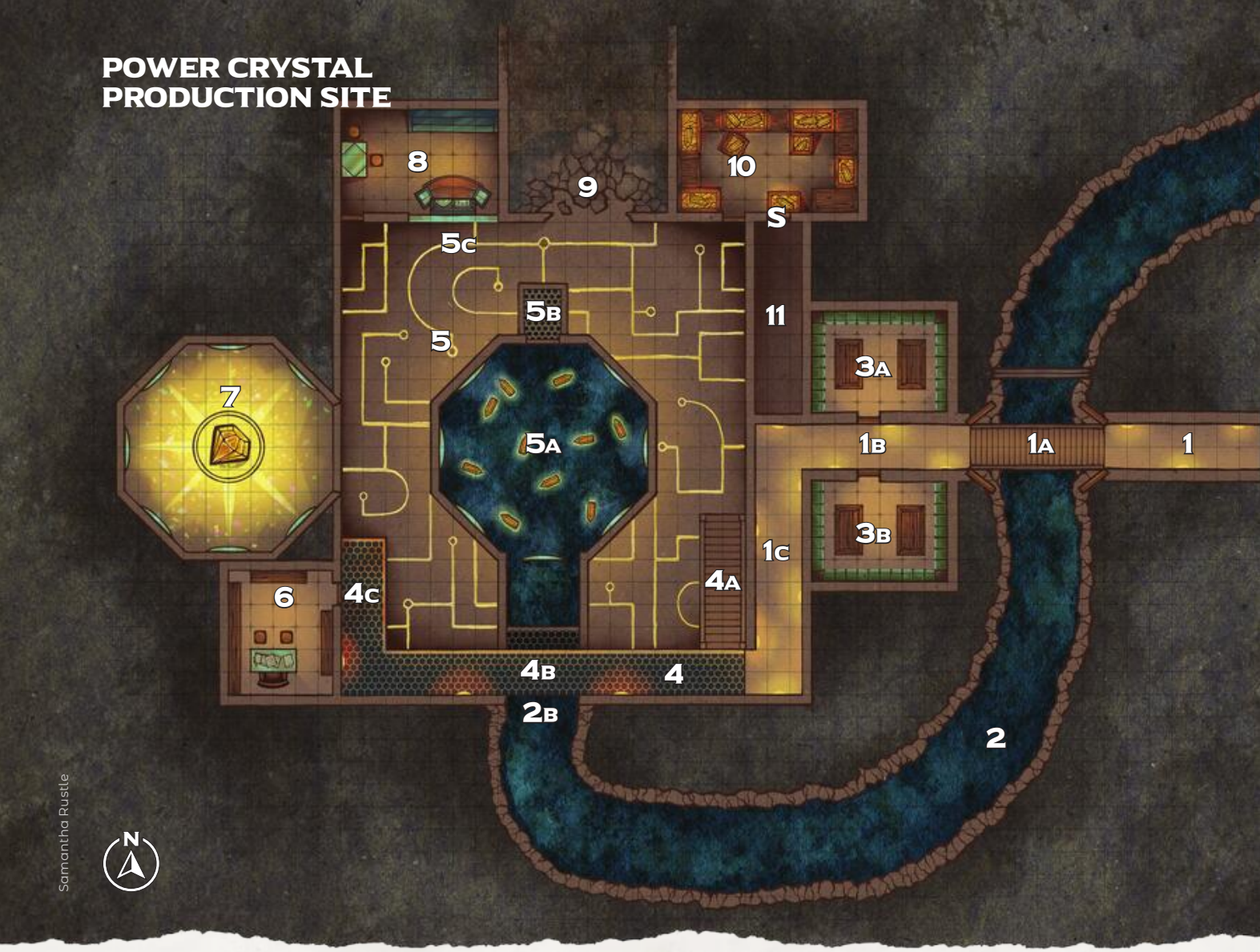
Foreclaimer Friend. On one of Jack's first expeditions to a foreclaimer site, Jack met Hethkal, a descendant of the last foreclaimers on Ambria. (For more information about Hethkal, see **Chapter 9**.) After some initial mistrust, Hethkal and Jack formed a friendship. Jack realized that the foreclaimer sites were more than just places of academic interest and that the foreclaimers had not really vanished at all. Hethkal swore Jack to secrecy about his existence as he does not want to become a focus of research. He also asked Jack to help retrieve the solar crystals that might be the key to finding the rest of the foreclaimers.

Ideal: "The past has so much to teach us."
Bond: "My research is my life."
Flaw: "I'm a coward."



Ohio Jack, Cowardly Explorer

Avery Howett



REACHING THE SITE

Jack's instructions lead the party through the jungle west of Bundariko. The trip takes a day and a half as it requires traveling through dense vegetation. During the journey, roll or choose one or more random encounters from **Chapter 1** that either occur as the party is traveling or while they are resting.

POWER CRYSTAL PRODUCTION SITE

Located to the west of Bundariko, the Power Crystal Production Site was created by the foreclaimers in order to manufacture and recharge power crystals. It is built into a cliffside, and the entrance is hidden by a waterfall. Inside, a solar crystal charges and creates smaller *charged power crystals**. The facility is still operational and creating functional power crystals thanks to the work of the fixer automatons.

WHAT LURKS IN THE POWER CRYSTAL PRODUCTION SITE?

FORECLAIMER AUTOMATONS

The **sentinel*** is the most powerful guardian of the Power Crystal Production Site. It remains in area 7, protecting the facility's solar crystal. Its sole purpose is to protect the crystal, and it cannot be convinced to do otherwise.

The most numerous automatons here are the tiny bug-like **fixers***. They aren't built for combat and will only attack if provoked. They have been keeping the facility operational, acting on their ancient orders. Unlike the other automatons, they were not corrupted by Xanu and only become hostile toward creatures who interfere with their work.

A pack of three **chargers*** is undergoing repairs in one of the locker rooms. Many automatons throughout the Bellowing Wilds come to the facility to be patched up by the tireless fixers.

A **shadow walker*** lurks near the catwalk, alerting the other automatons to the presence of intruders.

FIRST EXPEDITION

Halfling **scout** Lowell [she/her] and half-elf **knight** Berthold [they/them] are the last surviving members of Jack's initial expedition to this site. They ventured inside but were wounded in a confrontation with the chargers. They are hiding in area 10.

HIDDEN EXPERIMENT

An undead **thistlewolf*** is trapped inside a secret chamber in area 11. It is a remnant of a long-dead foreclaimer's personal experimentation.

Exploring the Power Crystal Production Site

The Power Crystal Production Site has the following features unless otherwise noted:

- **Well-lit.** The facility is brightly lit by glowing crystals embedded in the ceiling and walls.
- **Dimensions.** Corridors are 10 feet high and rooms are 12 feet high.

ENTERING THE POWER CRYSTAL PRODUCTION SITE

Waterfall Way In. The entrance is hidden behind a waterfall that pours over a steep cliff face. Malfunctioning automatons frequently come here for repairs. A successful DC 12 Wisdom (Survival) check reveals that large creatures have been exiting and entering behind the waterfall, crushing plants and tracking mud. The waterfall basin has no obvious river leading away from it as the foreclaimers redirected the flow of water to pass into the facility constructed within the cliff.

Behind the waterfall is a 10-foot-wide, 20-foot-long stone platform. On one side, the water rushes down, creating a thunderous roar and deafening all creatures standing on the platform. On the other side is the rocky cliff face. Set into the cliff behind the waterfall is a 10-foot wide door made from a huge crystal slab that is covered with dull metal circuit lines. The door is not visible through the waterfall and has an aura of abjuration magic. It stands slightly ajar and two sets of muddy humanoid footprints, one large, the other small, can be seen heading inside.

AREAS OF THE POWER CRYSTAL PRODUCTION SITE

The following areas correspond with the Power Crystal Production Site map.

1. ENTRANCE PASSAGE

From the door behind the waterfall, a 10-foot wide and 10-foot tall passageway cut into the cliffside leads into the facility.

1a. Bridge. 35 feet from the door, there is a bridge over a river (area 2). At either end of the bridge are solid 10-foot tall gates. They currently stand open but can be closed by using the console in area 8 or pushed shut with a DC 17 Strength (Athletics) check. Creatures standing on the bridge can see the underground river flowing in from the waterfall basin outside. Two freshly repaired **chargers*** are exiting the facility along the bridge. They are hostile toward any humanoid they spot and will not retreat from combat.

Beyond the bridge over the river, the corridor continues for 40 feet before turning sharply to the south. From there, it continues for 50 feet before opening onto the easternmost end of area 4.

1b. Doors to Locker Rooms. 25 feet after the bridge, two doors stand on either side of the corridor. Each leads to one of the locker rooms (areas 3a and 3b). They are unlocked.

2. RIVER

The river is fast flowing and 20 feet deep. It cuts through the rock that the facility is built within, forming a tunnel that extends 5 feet between the surface of the river and the rocky roof. The river flows from the waterfall basin outside and into the facility. A successful DC 15 Strength (Athletics) check is required to swim against the current. Creatures with a swim speed make this check with advantage. A creature that fails this check is swept downstream to the waterfall grate (area 1a), taking 6 (2d10) bludgeoning damage as they slam into it.

2a. River Grate. To the north of the bridge, a metal grate spans the river. It catches the large debris and prevents it from flowing downstream into the facility. Using forceful pokes, two **fixers*** are disintegrating a slimy tree branch that has been caught by the grate. They will abandon their task and assist the chargers in area 1 if combat breaks out. Otherwise, they ignore intruders.

2b. River Entrance. A grate with vertical bars catches stray crystal debris not caught by the river grate (2a). It is constructed from a sturdy foreclaimer alloy, and fixers remove debris on a regular basis. The openings between the bars are 5 inches wide. It is possible to see through the grate to the crystallizing pool (area 5) beyond.

3. LOCKER ROOMS

The locker rooms showcase the functionality of foreclaimer design. Green metal storage lockers line the walls. Almost everything left here when the facility was abandoned has long since disintegrated. Industrious fixers now use the rooms as makeshift repair bays.

3a. LOCKER ROOM ONE

> Tiny machines buzz excitedly around the room, crawling industriously over three raptor-like constructs, each the size of a horse. Sparks fly as the little insect-like machines weld new pieces to the larger ones, smoothing out damaged areas.

This locker room is filled with piles of scrap metal. Six **fixers*** are buzzing around a pack of three **chargers***, finalizing repairs to them after their encounter with the reclaimers now hiding in area 10. The chargers will attack any creature that enters the room that is not a construct. The chargers each have half their total hit points. If combat breaks out, the fixers will perform repairs to the chargers during the fight.

3b. LOCKER ROOM TWO

> Metal claws, tails, and spines hang from the ceiling and the walls, and the floor is littered with mechanical parts covered in rust and moss. Nimble, buzzing machines move from one mechanical corpse to the next, stripping away all usable pieces. Laying among the mechanical parts are several fresh humanoid corpses.

Inside this locker room are piles of non-functional automatons parts. There are eight **fixers*** in this room. They will continue their work, ignoring intruders. If the piles of scrap are disturbed, the fixers will attack, aiming to drive any creatures away from the area.

Corpses. These are the bodies of Jack's first expedition party. Any investigation reveals they were attacked and killed by something with large teeth and claws. The corpses bear an eerie similarity to the general makeup of the players' current adventuring party.

It's always good to keep reassuring your players... of their **mortality**.

Treasure. Spending 10 minutes investigating the scrap piles or succeeding on a DC 12 Intelligence (Investigation) check reveals one of them has a single *foreclaimer arrow**. The corpses have 2 sp and 56 cp between them and a map of the Bellowing Wilds that Jack marked with the location of this site.

4. CATWALK

The catwalk overlooks the main facility and leads to the Supervisor's Office. The catwalk is 20 feet above the floor of the crystallization pool chamber (area 5).

4a. Stairs. A metal staircase leads down from the south end of the catwalk to area 5.

4b. Patient Predator. A **shadow walker*** clings to the ceiling above the middle of the catwalk, watching over the area. It will attack any humanoid creature it spots.

4c. Rusted Area. Near the westernmost end of the catwalk, next to the door to the supervisor's office (area 6), there is a section of the catwalk that has rusted over and weakened over time. If a creature carelessly steps onto the rusted section, it will collapse under the weight, causing the creature to fall through. All creatures within 5 feet of the rusted area when it collapses must succeed on a DC 17 Dexterity saving throw or fall down to area 5 below, taking 7 (2d6) bludgeoning damage from the fall.

5. CRYSTALLIZATION POOL CHAMBER

Glowing lines on the floor of this spacious room fill it with a bright golden light. In the center, a pool glows with dozens of motes of light fed by channels of light running along the floor. Crystals float in the shining water. A tiny bug-like machine skims the water's surface, plucking out a glowing rod-shaped crystal and carrying it away.

5a. Crystallization Pool. An octagonal pool is sunk into the floor in the chamber's center. It is 50 feet across and 10 feet deep. Half-formed power crystals bob in the gently swirling water. The water is constantly refreshed from the portion of the river directed here from the waterfall grate.

When an augmented foreclaimer enters the pool, they regain 2d6 hit points. An augmented foreclaimer can benefit from this effect once every 24 hours. Any other creature that enters the pool must make a DC 12 Constitution saving throw, gaining one level of exhaustion on a failure, or two levels if it fails its saving throw by 5 or more.

5b. Drain. The drain allows the water from the pool back into the river that then flows away underground. The fine mesh of the drain prevents crystals and other matter from flowing away. Beyond this point, the river is entirely surrounded by the earth, and there is no air for creatures who pass through to breathe.

5c. Stelkin Etchings. The wide window into area 8 has words in Stelkin etched into it from inside the control room (see area 8). These words can be seen in reverse from here, as can the whole of area 8.

6. SUPERVISOR'S OFFICE

The door to the supervisor's office was destroyed during Xanu's decimation, leaving only an empty hole. Large gashes from automaton claws are gouged into the walls and floor, but any organic remains of the carnage have long since disintegrated.

Control Room Key. Among the wreckage is a key that opens the control room (area 8). It is a green crystal with three prongs.

7. SOLAR CRYSTAL CHAMBER

Dangerous Door. The solid metal door to this room is locked and sealed. It is covered with circuit lines of red light, and any creature that touches it must make a DC 16 Constitution saving throw, taking 2d8 radiant damage on a failure, or half as much damage on a success. The door can be unlocked and opened using the console in the control room (area 8). Inside the chamber, the solar crystal that Jack wants is suspended in mid-air.

A massive crystal floats in the center of the room, glowing bright white. At regular intervals, the crystal chimes like a bell as it shoots out a beam of light at one of the seven arcane devices positioned on the walls of the chamber. The room hums with power, and the air is filled with an ozone scent.

Defender. The **sentinel*** is stationed here with instructions to defend against all intruders. It defends the solar crystal unwaveringly and will fight until it dies. If the crystal is removed, the sentinel will follow and attempt to retrieve it. If the sentinel is defeated, its body glows with brilliant white light for a moment before it shatters into thousands of pieces.

SOLAR CRYSTAL

A Large solar crystal hovers 5 feet off the ground in the center of the chamber. It creates and charges the power crystals and powers the facility.

Light Beams. The solar crystal is a hazard. It shoots beams of energy in random directions. On initiative count 20 (losing ties), the solar crystal shoots a line of light 20 feet long and 10 feet wide. Roll a d8 to determine the direction of the line. Each creature in the line must succeed on a DC 18 Constitution saving throw or take 7 (2d6) radiant damage and become blinded until the end of its next turn. A creature that succeeds on this saving throw takes half as much radiant damage and is not blinded. The light beams can be turned off using the control console in area 8.

Active Hazard. While the solar crystal is actively shooting out beams of light, it is dangerous. Any creature that touches the solar crystal must make a DC 18 Constitution saving throw, taking 14 (4d6) radiant damage on a failed save or half as much damage on a successful one.

Removal. If at least four of the seven devices mounted on the walls of the chamber that receive light from the crystal are disrupted or covered, the solar crystal drops to the ground and stops shooting beams of light. It can then be safely touched and carried. Each creature within 30 feet of the solar crystal when it drops to the floor experiences a brief telepathic sensation of both sadness and satisfaction. This is an echo of the goddess Stella.

Once the solar crystal is removed from the chamber, its bright glow fades to a gentle shine, and it stops powering the facility causing the following effects:

- The lights go out, plunging the facility into darkness.
- The control console in area 8 no longer functions.

This room QUACKed us up real bad, but it was the first time Sips ever saved Gothi's life.

The Sentinel Defends the Solar Crystal

Richard Nguyen

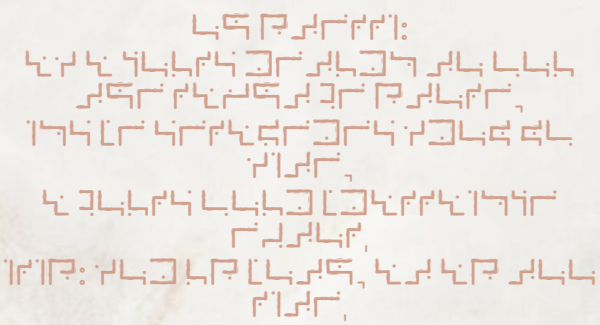
8 CONTROL ROOM

The thick metal door to the control room bears heavy scratch marks. It is locked and requires the key from area 6 to open it. The keyhole has three openings that match the three-pronged key found there.

Dart Defense. The lock is magically trapped and emanates an aura of abjuration when examined with *detect magic* or similar abilities. It can be opened with a DC 24 Dexterity or Intelligence (Thieves' Tools) check. On a failure, the creature making the check takes 7 (3d4) force damage as a glowing red magical dart shoots from the lock and embeds itself in the creature. Foreclaimer automatons have advantage on attacks against creatures with one of these darts embedded in them, and such creatures have disadvantage on checks made to hide. The dart can be removed painlessly with a successful DC 13 (Wisdom) Medicine check. Failing this check also removes the dart, but the target takes an additional 7 (3d4) force damage as the dart is ripped free.

Undisturbed. Unlike other areas of the site, this room remained secure during Xanu's Decimation, and there are no signs of violence. A table and chairs sit neatly in one corner of the room. The air is stale and dry.

Doomed Foreclaimer's Poem. The foreclaimer stationed in this room during Xanu's Decimation survived the initial attack by locking themselves in here. Before they died, they composed a prayer to the dead god Stella, which they scratched into the glass separating the control room from the crystallization pool chamber using their own power crystal. The prayer is written in Stelkin:



Oh Stella!
If I could return to you the light we stole,
And be delivered from my fate,
I would your brilliance extol.
Alas! For us both, it is too late.

Control Console. Bolted to the floor on the south side of the room under the window overlooking area 5 is a wide metal control console. It has four screens that flicker with scrambled data readings and random numbers in Stelkin. In the center of the consol are a series of crystals labeled in Stelkin that activate different parts of the facility when touched:

- **Black Crystal.** This crystal is labeled "Water Flow" and touching it stops the water flow entering the facility, causing the crystallization pool (area 5a) and the river (area 2) to dry up over the course of 1 minute.
- **Teal Crystal.** This crystal is labeled "Lights." Touching it switches the lights illuminating the facility on or off.
- **Violet Crystal.** This crystal is labeled "Lockdown." Touching it causes the gates on the bridge in area 2 to shut and lock.
- **Red Crystal.** This crystal is labeled "Secure Area." Touching it unlocks or locks the door to area 7.
- **White Crystal.** This crystal is labeled "Solar Energy." Touching it causes the solar crystal to stop shooting out beams of light.

9 COLLAPSED TUNNEL

This tunnel was used to transport power crystals in and out of this facility for distribution throughout Stellandi. During Xanu's Decimation, it was collapsed by a rampaging eradicator and is now filled with rubble.

Pile of Power Crystals. Carrying out their duties even in the absence of the foreclaimers, the fixers have carried power crystals here and dropped them over centuries, forming a pile of both charged and uncharged crystals in front of the rubble. 3d4 *charged power crystals** can be recovered from the pile.

10 STORAGE

This dusty storage room is full of boxes of miscellaneous equipment. The dust bears scuff marks on the floor, and many of the boxes have had their lids removed.

The room was used to store foreclaimer power crystals, spare fixers, and items used in the operation of the Power Crystal Production Site.

Lowell and Berthold. The only surviving members of the first adventuring party Jack sent to the site, halfling **scout** Lowell [she/her] and half-elf **knight** Berthold [they/them], are hiding here. They will step out from their hiding place if they believe the creatures entering the room are not automatons. They are hungry, tired, and in need of rescue. They were chased into this room by chargers and have been unable to leave for several days. Lowell is loud, proud, and excitable. Berthold is stoic and curtly professional even though they have two levels of exhaustion as they sustained a major injury while fighting the chargers. They have been hiding it from Lowell so as not to worry her.

Secret Door. In the center of the western wall is a secret door to area 11. It can be spotted by creatures with a passive Perception of 17 or higher, or discovered with a DC 17 Intelligence (Investigation) check. To open it, a creature must lift one of the flagstones in front of the secret door and press a button found underneath, causing the door to area 11 to slide open.

Treasure. The following treasure can be found here:

- Lowell has a magnifying glass, a *rope of climbing*, and 34 gp.
- Berthold has a bag of caltrops, *boots of elvenkind*, and 27 gp.
- The storage crates contain three unactivated **fixers***. Activating one of these fixers causes it to imprint on the creature who awakened it, and it will follow orders given to it in Stelkin to the best of its abilities. If it does not receive orders in Stelkin it will follow the creature that activated it at a distance of 10 feet, awaiting orders.
- Other storage crates contain 5d4 *charged power crystals** and 5d10 uncharged power crystals.

11 HIDDEN CHAMBER

A section of the wall slides to the side smoothly. There is a scent of stinging chemicals mixed with the dampness of jungle foliage and decay. A rotting thistle wolf, its body impaled with glowing crystal shards, raises its head and lunges forward.

This chamber can only be accessed through a secret door in area 10. One of the foreclaimers who worked here used it for a personal experiment, creating an undead thistle wolf that has lingered here for thousands of years.

Treasure. The equipment used to create the undead thistle wolf has long been destroyed by it, but three magic items remain intact in the rubble, a *foreclaimer sickle**, a *staff of withering*, and *iron bands of binding*. All three are of foreclaimer make and have glowing crystals and lines worked into their design.

Undying Experiment. The undead thistle wolf is highly aggressive to all creatures. It uses the statistics of a **thistlewolf*** with the following additions:

- The undead thistlewolf has immunity to necrotic damage.
- ***Undead Fortitude.*** If damage reduces the undead thistle wolf to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the thistle wolf drops to 1 hit point instead.
- ***Hungry Crystal.*** On a hit, the undead thistlewolf's attacks do an extra 7 (2d6) necrotic damage and it regains hit points equal to half the amount of necrotic damage dealt.

CONCLUSIONS

If both Lowell and Berthold survive, they are genuinely grateful for being rescued. Depending on how they are treated by the party, they may become allies or try to sabotage the party and take the reward promised by Jack for themselves.

If the solar crystal is removed, the facility stops producing power crystals. Within a few months, the jungle will overtake the facility. The Bellowing Wild's beasts and monstrosities will settle here, getting into regular scraps with the automatons that return here to be repaired.

If the sentinel is not defeated, it will pursue anyone who took the solar crystal, hunting them down until it either retrieves the crystal or is destroyed.

If the party successfully brings the solar crystal to Jack, he is very happy and rewards them with 450 gp as promised. He tells them that he has to study the crystal for a while but that he will contact them again when he needs their help again (see **Chapter 5**).

LEVEL UP

If the party successfully completes this chapter, they level up.

CHAPTER 4
THE WILDS SHAKEN AND STIRRED

This chapter covers eleven side quests in locations across the Bellowing Wilds. Refer to **Exploring the Bellowing Wilds** for general information about the settlements as well as additional plot hooks and NPCs to extend the adventure as you wish.

The earthquakes shaking the Bellowing Wilds have caused chaos across the region. Wherever the party chooses to travel, they'll find evidence of the earthquakes' destructive power as well as how the people of the Wilds are struggling to survive (or making the most of the chaos for their own ends).

After the first encounter at **The Ancient Bridge**, the quests in this chapter can be played in any order depending on where the party chooses to go. They do not need to complete all these quests to continue the adventure. You can run sections of this chapter after running **Chapters 5** and **6**. After the events of **Chapter 8**, these side quests may no longer be available if the location they take place in is destroyed by the dire tarrasque's rampage.

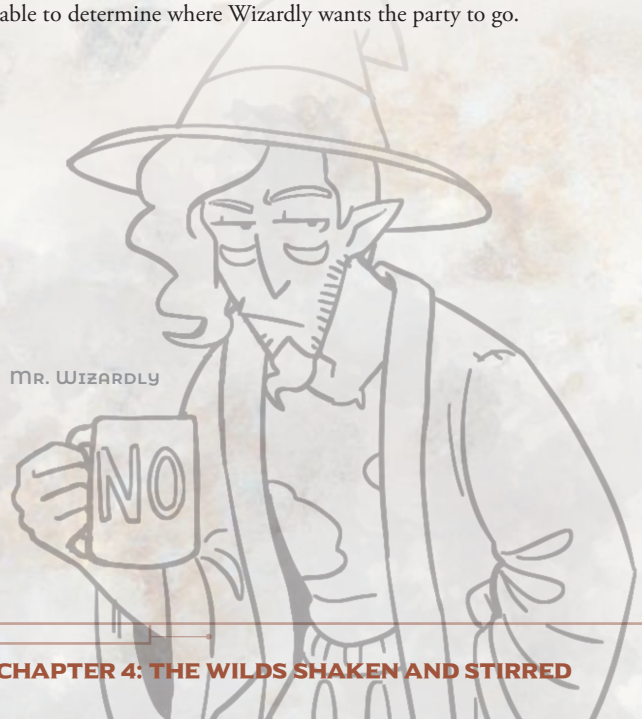
LEVEL UP

The party should level up each time they successfully complete two side quests.

QUEST HOOKS

If your party has a reason to leave Bundariko that is connected with one or more of their backstories, you can combine it with these side quests. If not, you can use **Mr. Wizardly*** as a quest-giver to push the party to explore.

Mr. Wizardly has heard of the Heroes of Bundariko, and there is nothing he likes more than to mess with plucky adventurers. He drops his wizard tower into Bundariko and slouches out to demand the party carry out a very important quest, implying that the fate of the world is at stake. Roll or pick from the **Wizardly's Dirty Work** table to determine where Wizardly wants the party to go.



Mr. Wizardly

ROLEPLAYING MR. WIZARDLY

Mr. Wizardly is Ambria's most powerful wizard and really QUACKing tired. He's very grumpy and thinks he's the smartest person in whatever room he's in—which might be true, but he's also a jerk about it. He's rarely seen without a cup of coffee.

Utterly Nonchalant. For all his jerkiness, Wizardly is incredibly powerful. He carries himself with casual confidence as he knows almost nothing can actually threaten him. Should the party try to attack him, he won't even bother fighting them, either throwing up powerful defenses or simply leaving.

Ideals: "I don't want to do that."

Bond: "I enjoy the looks on the faces of adventurers when they realize I sent them on a wild duck chase."

Flaw: "I'm so QUACKing lazy."

As a GM, Mr. Wizardly is **VERY** fun to play. I hope you enjoy tormenting your party with him as much as I did.

WIZARDLY'S DIRTY WORK

d10	Task
1	Throw this weirdly pulsing heart into a deep fat fryer in Pyrite.
2	Fetch some magical ice from Breckart. Wizardly wants to make a margarita, but won't say that's why he wants the ice until the party comes back with it.
3	Take the *helm of Thsklmxklmhtt** to Velgari. Wizardly is annoyed by it and wants it to annoy the Araknights instead.
4	Fetch him an apple pie from Gran's Bakery in Fool's Crossing. The fate of the world—nay, the universe!—rests on Wizardly enjoying that pie.
5	Find and retrieve the *banjo of Exmodeus**. This powerful artifact was last seen in Twiniver.
6	Deliver this wagon of furniture to Granite. Wizardly does not reveal that all the objects are **mimics**.
7	Hide this *watchkeeper's candle** among the dozens of candles in the Abyss Abbey of Brushwick without being spotted doing it.
8	This pile of salt is actually a *true polymorphed* **kraken**. Go throw it into the sea at the port of Haibrin.
9	Find the wandering city of Glenshire and give this sealed letter to the druid Raviaris. The letter is actually a *vicious greeting card** containing a crude drawing of Wizardly mooning a tree.
10	Wizardly has divined that there is a crystal shard of immense power located in the jungle. Go get it for him, pretty please. (He doesn't think it's worth mentioning that it's in a Chaos Zone.)

Avery Howett

THE ANCIENT BRIDGE: BEGIN WITH BANDITS

If the party leaves Bundariko and heads south toward Fool's Crossing or Rascam, they will have to cross the Ancient Bridge.

> The tops of the enormous towers at either end of the ancient bridge peek out above even the tallest trees. The bridge itself appears impossible at first glance—a perfectly flat beam of solid purple light that stretches across a huge chasm with no visible supports. Attached to the enormous tower on the Bundariko side of the river is a much shabbier toll booth, decked out in the orange and yellow colors of Rascam.

The Ancient Bridge is 25 feet wide and 2,000 feet long, and 1 inch thick. It is a projection of magical force. It stands 100 feet above the bottom of the gorge, where the Forsaken River rushes. At either end of the bridge stand towers of solid gray stone. Within each tower is a massive purple crystal. These are the soul gems that power the magical bridge. The frequent deaths in the surrounding area have kept them charged over the centuries. Ramshackle toll booths have been built by the forces of the Bearon of Rascam at either end of the bridge. The standard toll is 5 cp per person to cross one way.

HIGHWAY ROBBERY

> At the mouth of the bridge, a tiny mint-green dragon struggles to get free from the grinning elf holding them by the neck. Nearby five more bandits are pulling dozens of bottles filled with shimmering liquids out of a bulging leather satchel.

During the chaos of the earthquake, a group of five **bandits** attacked the bridge and took control of it from the Bearon's forces that usually operate the toll booth. Three unconscious **guards** in the uniform of Rascam have been piled up close to the edge of the gorge.

The bandits are robbing a **pseudodragon** merchant named Mint [they/them]. Mint can understand Common but doesn't speak it. They communicate through writing, gestures, or in Draconic.

Bandits. The cocky elf **bandit captain** holding Mint by the throat styles himself as Ignatius the Invincible [he/him]. He wears a wide-brimmed hat decorated with an emerald hoaxer's gem-like tail feathers. The bandits are stealing potions and other supplies from the pseudodragon's *bag of holding*.

Extortionate Toll. The bandits, who call themselves Ignatius' Ingrates, demand an inflated toll of 5 gp from anyone wanting to cross the bridge. They attack anyone who refuses to pay or who tries to stop them from robbing Mint. In combat, any remaining bandits flee once Ignatius is incapacitated or killed.

CONCLUSIONS

If the party rescues Mint and their bag, Mint will give the party three *potions of healing* and the party's choice of either a pair of *many mile boots** or a *sticky scroll** of *floral deluge**. If the party meets Mint again, they will give the party a 25% discount on any items they buy.

If the party does not defeat the bandits, Rascam **guard** reinforcements retake the bridge after a few days. If the party meets Mint again, they will charge the party 50% extra for any items they buy.

If Mint survives the encounter, they can be encountered again anywhere in the Bellowing Wilds as a traveling merchant.

BRECKART: RESCUE RANGERS

Deep within the Shattered Mountain, held together by solid ice, the village of Breckart sits like a frozen jewel. The cryodons responsible for the mountain's icy architecture also maintain the winter climate which envelops the nearby Swamp Rock mountains, creating a freezing wilderness not found anywhere else in the Bellowing Wilds.

> **Cryodon Guide Homecoming**
> If one of the player characters is a **Cryodon Guide Ranger**, they will receive an icy reception in Breckart, even though it is likely their home. Guides are expected to be out in the world, helping their cryodon companion learn and grow. Most guides don't return until their companion has matured into an adult cryodon, and returning before then is considered peculiar. NPCs won't be hostile but may be cold to a returning guide.

ROLEPLAYING CHIP

Chip [they/them] is a diamond **mohsnian champion*** and the humanoid leader of Breckart. They work closely with the reclusive Cryodon Council and act as an intermediary between the permafrost cryodons and the town, ensuring the safety of citizens and cryodons alike. They also lead the Cryodon Guide program, training wannabe rangers.

Ideal: "Some knowledge is too dangerous to be shared openly."
Bond: "I will defend Breckart and the cryodons at any cost."
Flaw: "I'm slow to trust outsiders."

THE ICE TUNNEL

Five days ago, a violent tremor caused avalanches within the village and the surrounding mountains. Breckart was spared the worst of the catastrophe by the cryodons' magic, but three wannabe cryodon guides on a training mission up on the peak haven't returned. Chip sent scouts to assess the situation, but they were forced to turn back when they saw the road was snowed in. There is another, more dangerous pathway to reach any survivors, but Chip won't risk the safety of any trainees, so they turn to adventurers for help. In exchange, Chip will allow the party to enter Breckart. They also promise to help them access any information they might need from the archives of Breckart.

Chip provides a map of the mountain and the dangerous pathway, an ice tunnel that goes through a completely frozen part of the mountain to where they believe the stranded trainees might be found. Chip also gives the party a large sled on which they can transport any wounded trainees they find.

> This rippled melt tunnel travels into the solid ice of the shattered mountain at a slight incline. Icicles hang precipitously from the ceiling, and the blue glass-like walls shine faintly as sunlight filters through.

The tunnel is 20 feet wide with 15-foot ceilings. It takes about 7 hours to travel through the tunnel and another 2 hours to reach the campsite. The tunnel was originally bored by a remorhaz, and a successful DC 17 Wisdom (Nature) check reveals this fact as the ice bears a distinctive pattern from its many legs.

Lighting. The light in the tunnel is dim throughout, as its solid ice walls let in a lot of sunlight.
Slippery Floor. The floor is slippery, and creatures standing on it have disadvantage on saving throws made to avoid falling prone.
Fragile Structure. Whenever thunder damage is dealt or someone shouts inside the tunnel, there is a 50 percent chance that icicles will fall from the ceiling. If this happens, each creature in the tunnel must succeed on a DC 12 Dexterity saving throw or take 1d6 cold damage and 1d6 piercing damage.
Sapping Cold. The extreme cold in the tunnel requires a successful DC 10 Constitution saving throw each hour to avoid gaining a level of exhaustion. Characters with resistance or immunity to cold damage, those wearing weather-appropriate clothing, or those naturally adapted to cold climates automatically succeed on this saving throw.

WOLF DEN

After 4 hours of travel within the tunnel, the party comes across a 30-foot round side chamber in the tunnel. Two adult **winter wolves** and one juvenile winter wolf (**wolf**) lair within. They begin to growl defensively at the party when they approach. Combat can be avoided with a successful DC 13 Wisdom (Animal Handling) check or by communicating with them. Otherwise, the wolves attack. A litter of four very young winter wolf pups (noncombatants) whose eyes have not yet opened can be found on a bed of pine branches farther back in the lair.

THE SURVIVORS

One hour's travel beyond the den, the tunnel emerges into the icy air on the side of the Shattered Mountain. Close to the month of the tunnel, three trainee rangers (**scouts**) are lying wrapped in blankets around the embers of a long-dead fire, all still barely alive. The trainees were trapped here when an avalanche nearly knocked them from the road. One ranger, a halfling named Peeta [she/her], needs magical healing or stabilization with a healing kit to survive, but the other two, a human named Merrin [he/him] and a half-elf named Polonius [he/they] will recover after eating some food, and a night's rest in a warm place. As they are still in training, they don't have their young cryodon companions yet, but Polonius has already been assigned a cryodon egg, which they carry very carefully in a sling.

RETURN JOURNEY

Shortly after the survivors are found, another tremor shakes the mountain, collapsing the ice tunnel that the party came up through. This collapse disturbs the **remorhaz**, a massive worm with a heated body that originally made the ice tunnel.

With a shower of ice shards and a plume of steam, a massive frilled worm erupts from the snowy mountainside. It emits a piercing screech. Steam rises from its undulating, segmented body. The trainees scramble toward the sled in a panic.

FLEE

The party can attempt to sled down the mountainside to escape the remorhaz, back to the entrance of Breckart though the trip will be dangerous. To successfully sled down, the party must make a series of successful skill checks while fleeing from the pursuing remorhaz. During the escape, the remorhaz follows at a distance of 40 feet behind the speeding sled.

Track the successes and failures of each check. The successes and failures don't need to be consecutive.

Ask players to describe what they are doing to help and determine a suitable skill check. For example, one character might make a Strength (Athletics) check to steer the sled, while another might make a Wisdom (Perception) check to spot obstacles ahead. The DC for checks increases at the start of each round, starting at DC 14 in the first round, and increasing by 1 at the start of each subsequent round to a maximum of DC 20.

Characters can forgo making skill checks to make ranged attacks at the pursuing remorhaz or other actions instead. These attacks or actions do not count for or against the required skill checks.

Success. If the party makes six successful checks, they outrun the remorhaz and make it back to the bottom of the mountain, coming to a juddering stop just outside the entrance to Breckart.

Failure. If the party makes four unsuccessful checks, the sled hits a rock, and the passengers are scattered onto the snow. The remorhaz catches up with them, and combat begins.

FIGHT

If the party fights the remorhaz, Merrin and Polonius (**scouts**) will assist as best they can. Peeta is too injured to fight. The remorhaz will fight until it is brought to 15 hit points or less, at which point it will attempt to flee. Once the threat of the remorhaz is dealt with, the trip down the mountain is uneventful.

CONCLUSIONS

If the party successfully rescues the trainees, Chip thanks the party by awarding them a *cryodon fan** for their bravery.

If Polonius and his egg survive, shortly after being rescued, the egg hatches into an infant cryodon. Polonius is overjoyed and prepares to leave Breckart and begin his adventure as a true cryodon guide. He gives the party an *ioun stone (sustenance)* as thanks.

Sidequest Links
To Granite. Chip has two siblings in Granite, a ruby mohsnian named Shine [he/they] and a sapphire mohsnian named Artist [they/them]. Chip is worried about them because Granite lacks the protection of the cryodons. Chip marks Granite's location on the party's map and implores them to check in with their siblings if they ever find themselves in the Felsen Mountains.
To Haibrin. There is also a Freehand League agent in Breckart, an iguana **beastfolk warrior*** named Greg [he/him]. If the party has made a name for themselves in Breckart and beyond, she approaches them with information about the League's work against Quinn-Ora and asks them to visit her boss, Mr. Maurice, in Haibrin.

BRUSHWICK: BAD BATH BUSINESS

The happy little town of Brushwick is famed for its relaxing resorts, spas, and demons that casually walk the streets, helping out villagers with tasks both mundane and magical.

> Steam rises in plumes from behind various establishments, accompanied by the smell of brimstone and the bleating of goats. The streets are almost empty of visitors, and locals have the energy of actors nervously preparing for opening night.

Disturbing rumors have spread across the Bellowing Wilds that the tremors shaking the region originate here as a result of Brushwick's demonic summoning. Local businesses are suffering with fewer tourists arriving each day. Brushwick needs help.

Faced with a problem she can't solve by summoning a demon, Brushwick's leader, Anna Kunni, must turn to adventurers to enact her plan. She sends for the party shortly after their arrival in town, inviting them for tea in her charming cottage.

ROLEPLAYING ANNA KUNNI

Anna [she/her] is a middle-aged halfling **mage** who has led Brushwick since her parents' retirement about five decades ago. She carries herself with steely confidence beneath a veneer of hospitable gentleness. Her covenant with the god Abrith has left a permanent *mark of Abrith (legendary)** tattooed onto her skin. It artfully extends across her shoulders and down her right arm and hand. As the Keeper of the Mark, Anna also has the power to bestow new *marks of Abrith** of any rarity. Anna is just as capable of extracting a mark from anyone in possession of one with a single touch. This returns the tattoo to its needle form and removes attunement to the item, ending any summoning created by the mark instantly.

Anna is a keen judge of character and has never needed to reclaim a mark given during her time as Brushwick's leader. She is usually encountered with her favorite **glabrezu**, Jeffery [he/him], who she summons more because they enjoy each other's company than for any practical reason.

Ideal: "Everyone deserves respect, but trust must be earned."
Bond: "Abrith has taken care of me and mine for generations. I'm proud to honor our bargain."
Flaw: "If a problem can't be solved by summoning a demon, I feel completely lost."

After a few tough quests, this is a great spot to have a spa vacation and a more relaxed game session!

SPREAD THE WORD

Anna wants the party to deliver letters of invitation and free spa tickets to influential figures across the Bellowing Wilds to entice them to visit and dispel the rumors firsthand. As long as at least three of these figures are convinced to visit Brushwick with a successful Charisma (Persuasion) check, the party will be rewarded on their return.

Public Figure	Location	Persuasion Check
Buggy Flopkins	**Breckart**	DC 17
Gastoria Muvelle	**Hero's Ascent**	DC 15
Boa	**Pyrite**	DC 14
Luxury	**Rascam**	DC 12

Each public figure has a different background and motivation. A character who takes the time to find out what motivates a public figure has advantage on any check made to convince that figure to come to Brushwick. Public figures can also be enticed to visit by other means, such as bribery or the completion of a small favor.

Buggy Flopkins [he/him] is a pompous halfling **alchemist dabbler*** and a regional authority on alchemy. His endorsement would help convince folks in the Bellowing Wilds of the safety of Brushwick's spas. Buggy would welcome a chance to see how the waters are treated and what herbs and extracts are used in Brushwicks oils and ointments.

Gastoria Muvelle [she/her] is a luxury-loving middle-aged red dragonborn **commoner**. She writes a lifestyle column for the Hero's Ascent Gazette that is read by Gresh herself. She loves hot springs and boasts a natural tolerance to the hottest springs in the Felsen Mountains.

Gastoria longs for a hot spring with scalding heat, as well as a massage that can make her scales shine.

Boa [she/they] is a young half-orc **scout**. A gourmet with a perfect palette, they have quickly made a name for themselves as both a food critic and a talented outback cook.

Boa can be enticed to sample the local cuisine of Brushwick, specifically the kinds of meals only demons could prepare. She will volunteer to go as a favor if the party completes the side quest in Pyrite.

Luxury [they/them] is a **noble** tiefling author visiting from the kingdom of Kylandria whose brand is everything extravagant. They write travelogs for nobility within their country and could bring in wealthy foreign clients eager for the novelty of a demonic spa village.

Luxury has never heard of Brushwick but would jump at the chance to try out something so remarkable so long as they are convinced it's worth the trip.

Rewards. If they were successful in convincing at least three of the influencers, the party notices an uptick in Brushwick's business on their return. Anna greets them warmly and rewards them with a hefty sum of 1,000 gp each, as she has the party to thank for Brushwick's tourist boom. The party is free to avail themselves of Brushwick's spas and inns free of charge for the duration of their stay. Anna can also be persuaded to bestow a *mark of Abrith** on a character, depending on how much she trusts them.

CHAOS ZONE: STRANGERS IN A STRANGE AREA

The following side quest can be placed in any location. It brings the party into contact with a team of foreclaimer agents from Seelia and a Chaos Zone. If you are using one of the quest hooks given by Mr. Wizardly, he gives the party directions to the location of the powerful crystal he has sensed. This crystal is actually a *Xanu shard**. If you are not using this quest hook, the party can stumble into the Chaos Zone at any point as they travel through the Bellowing Wilds.

If you don't have your own concentrated chaos sorcerer like Sips, this is fine too.

Hey!

ENTER THE CHAOS ZONE

Heavy, warm rain is falling. Raindrops hit the broad leaves of the jungle plants, making a thunderous drumming sound. The scents of damp earth fill the humid air. Most sensible creatures have found shelter. Just another normal rainstorm in the Bellowing Wilds. And yet, there is something wrong about all of this.

Roll on or pick from the **Subtle Signs of a Chaos Zone** table to determine the signs of the strangeness the party is about to enter.

SUBTLE SIGNS OF A CHAOS ZONE

d4	Sign
1	When viewed up close, the raindrops have tiny screaming faces.
2	The ground quacks at each footstep.
3	Although it is raining, the sky above the tree canopy is completely clear and bright orange.
4	Each creature hears a faint voice narrating its every action.

As the party nears the Chaos Zone, its effects become clear immediately. The shard's power interacts with the Chaos Zone to produce strong reality-warping effects. The Chaos Zone is a 150-foot radius sphere centered on the *Xanu shard**, which rests on a tree stump in the middle of a clearing. Any spell of 1st level or higher cast by a creature within the sphere or into the sphere will trigger a Chaos Surge (see **Appendix E**.) The party arrives at the edge of the clearing at the same time as Goddrick's Vanguard, a pair of foreclaimers who are also seeking the shard. One of them throws an **inkpot frog*** in to see what the Chaos Zone's effects might be.

In the center of a 300-foot wide, unnaturally perfect circular clearing stands a single tree stump with a sliver of crystal on it. Though small, the shard is glowing brightly. On the far side of the clearing, two hooded figures have their heads together as if whispering. One of them pulls a frog from their bag and throws it into the clearing. The frog transforms into a…

Roll on the **Chaos Frog** table to determine what the frog transforms into.

CHAOS FROG

d6	Transformation
1	A **magmonkey***
2	A puff of smoke
3	A half-elf game show host named Motts Melee [he/him] (**commoner**)
4	A **tar maw***

GODDRICK'S VANGUARD

Emperor Goddrick III plans to return to Ambria once he can absorb one of Seelia's suns much as the ancient Emperor absorbed Stella. However, he is concerned that Xanu would be an active threat to the foreclaimers should they return. Therefore, a small team of foreclaimers from Rachaka has been tasked with discovering whether or not Xanu still exists on Ambria. Using an experimental teleportation spell, this team traveled from Seelia to Ambria. Originally consisting of seven members, only two survived the dangerous teleportation, Bremeck [he/him] and Ethori [they/them]. Their mission is to discover what happened to Xanu and report back to Seelia with news of whether he was completely destroyed by the closing portal or remains a danger. Ethori carries a specialized crystal that will teleport them back once they have gained the information they need, though the return journey may well be as dangerous as the one here.

Bremeck and Ethori are not automatically hostile to the party. They are reluctant to reveal their identities as foreclaimers to anyone and will do so only if it furthers their mission.

ROLEPLAYING BREMECK

Bremeck is a **foreclaimer fighter***. He has gray-green skin and powder blue hair that he keeps short. Bremeck was born missing his right arm below the elbow and uses a prosthesis. He was selected for this mission due to his strong record of surviving skirmishes against automatons and his keen eye for detail.

Reaction to Ambria. Bremeck dislikes the Bellowing Wilds. He would prefer to return to Seelia as soon as possible. He finds the scents, sounds, and smells of the lush plant and animal life disconcerting compared to the quiet, petrified jungle he is familiar with.

Reaction to Xanu. Upon discovering that Xanu was shattered, Bremeck wants to return to Seelia with the news. However, he is concerned that if too many of the shards are brought together that Xanu will be able to coalesce once more. Bremeck does not feel any anger, hatred, or fear toward Xanu. He views him coolly as a problem to be solved.

Ideal: "I have a duty to fulfill this mission flawlessly."

Bond: "As the last only surviving members of the team, Ethori and I must rely on each other, or the mission will fail."

Flaw: "I am narrow-minded."

ROLEPLAYING ETHORI

Ethori is a **foreclaimer mage***. They were chosen for this mission for their expertise in abjuration magic and level head in tense situations. They have moss-green skin and maroon hair that they style into braids.

Reaction to Ambria. Ethori is fascinated by everything they encounter in Ambria. They want to observe and record as many details as they can. As they don't want to rush home to Seelia, Ethori is finding excuses to stay longer, much to Bremeck's frustration.

Reaction to Xanu. Once they discover that Xanu was shattered into *Xanu shards** Ethori is fascinated by the fact that his consciousness remains alive within them. Only if Xanu has convinced another creature to help him carry out his plan to finish off the foreclaimers will Ethori become concerned.

Ideal: "Learning new things fills me with satisfaction."
Bond: "Ambria is the true home of the foreclaimers."
Flaw: "I am easily distracted by novelty."

CHAOS CHALLENGE

Depending on what the frog Ethori threw into the Chaos Zone turned into, the party will have to overcome a different challenge to retrieve the *Xanu shard**.

MAGMONKEY

The magmonkey grabs the *Xanu shard** and flees the Chaos Zone at high speed. To retrieve the shard, the party or the Vanguard must catch it before it escapes completely, making at least three successful DC 17 Strength (Athletics) checks to chase it down before they accumulate three failures.

PUFF OF SMOKE

Any living creature that enters the Chaos Zone must make a DC 22 Constitution saving throw. On a failed save, it takes 109 (20d10) force damage. If this damage reduces a creature to 0 hit points, the creature is disintegrated into a puff of smoke. Non-living matter is not affected by this effect.

MOTTS MELEE

Entirely unperturbed at being called into existence, Motts pulls out a microphone and declares a game of ***'Riddle This Riddle To Win What's In the Middle'*** has begun. Glittering podiums rise out of the ground. Motts will award the *Xanu shard** to the first group to successfully answer his riddles. The party and the Vanguard must take turns to give answers, with the party answering first for each riddle. Bremeck and Ethori are bewildered by the concept of a game show but become competitive. On the Vanguard's turns, roll a d20. On a result of 16 or higher, they answer correctly.

RIDDLES

Riddle One: What has a bottom at the top?

Answer: Legs

Riddle Two: If two is company and three is a crowd, what's four plus five?

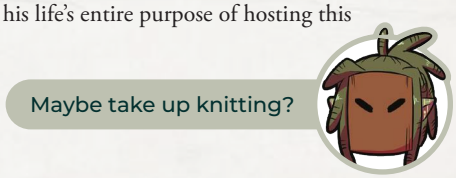
Answer: Nine

Riddle Three: We come at night without being fetched. We are lost by day without being stolen, except for that one time one of us was. What are we?

Answer: Stars

While the game is happening, any creature that touches the *Xanu shard** must make a DC 18 Constitution saving throw, taking 44 (8d10) force damage on a failed save or half as much damage on a successful one. Motts will cheerfully warn them not to touch the shard.

Once Motts has awarded the shard to either the party or the Vanguard, he appears deflated as he is unsure what to do now that he has achieved his life's entire purpose of hosting this peculiar gameshow.



TAR MAW

The **tar maw*** ignites into bright white flames and attacks any creature that comes near the *Xanu shard**.

CONCLUSIONS

If the party retrieves the shard, Xanu may begin to influence them in subtle ways and may not fully reveal his existence until later (see Chapter 1 and Chapter 9). The Vanguard may try to take the shard from them immediately or retreat to consider how best to retrieve it.

If the party brings the shard to Wizardly, he takes one look at it before throwing it back at them. He meant a ***different*** shard, much better and cooler than this old thing. Wizardly would be disappointed in the party, that is, if he'd ever expected them to succeed.

If Ethori and Bremeck retrieve the shard, they retreat to study it. Bremeck wants to return to Seelia immediately with the news, but Ethori insists that they stay to gather the other shards first.

RETURN OF THE VANGUARD

Ethori and Bremeck can become recurring NPCs.

Seeking Shards. If the party has one or more *Xanu shards** at any point in the campaign, the Vanguard will seek them out and attempt to take the shards from them. While Bremeck is keen to simply kill the party to take the shards, Ethori wants to spend as much time in Ambria as possible. Therefore, they may sabotage the attempts to prolong their mission.

Ethori's Delays. If one or more characters have a *Xanu shard** within their body, Ethori will seek them out to study them. The foreclaimer mage is more interested in understanding what has happened to Xanu than the practical aspects of their mission. Although Ethori lacks empathy while they have a *charged power crystal**, their curiosity may lead them to see things from different perspectives than the ones they were taught in Rachaka.

New Mission. If the party does not choose to open the foreclaimer portal, the Vanguard's mission changes. Bremeck and Ethori will try to obtain the five solar crystals either from the party or the foreclaimer facilities so that they can open the portal themselves. Should they succeed, **Goddrick III*** will be able to reach Ambria immediately on their return to Seelia. See Chapter 9 for more information.

FOOL'S CROSSING: PARTY PLAN

Made from a collection of stacked wagons, the small settlement of **Fool's Crossing** stands in joyous defiance of the grisly fate that befalls most who travel the jungle. A few residents have taken measures to quake-proof their homes and shops, but most are content to accept whatever the jungle throws at them next.

> The sounds of rousing music along with the smell of heavily spiced food and strong drink travel over Fool's Crossing's walls. Occasionally, a tremor shakes the ground, causing a roar of cheers and applause. The joyous music doesn't skip a beat.

SKIRLOCK'S SHOPPING LIST

A resident of Fool's Crossing named Skirlock Clemens [he/him] is on the lookout for newcomers in town. Skirlock wants to plan a surprise party for Vern's birthday, but he has no time in his revel-filled schedule to do the work required.

Skirlock insists that his plans be kept secret to maintain the element of surprise. He promises to pay the party back for any expenses after the celebration up to 50 gp in total. Skirlock asks the party to complete the following four tasks:

1. **Decorations.** Skirlock wants fireworks, floral garlands, and little umbrellas for the drinks. These can be obtained from local merchants set up in carts within the town for 15 gp each. Characters with proficiency with suitable artisan's tools can make these decorations with materials from the Adventurer's Aid Workshop, costing 5 sp each. A DC 15 check made with an appropriate set of tools is required to make nice decorations.
2. **Food.** Skirlock wants the best cake, which means one from Gran's Bakery, of course. Skirlock wants it to have 'Happy Birthday Vern' written on it in green icing. Unfortunately, Vern himself is enjoying a chat with Gran at the bakery. The characters will have to find a way to distract or sneak past Vern and place the order without him noticing. If Vern sees the order or the cake before the party, this task fails.
3. **Entertainment.** Skirlock wants music to get people grooving. The party can find good quality musical entertainment in town with a DC 15 Intelligence (Investigation) check as the famous kobold trio called The Velvet Warren is in town. Alternatively, if one or more characters has proficiency in the Performance skill or with a musical instrument, they can provide the entertainment. A successful DC 15 Charisma (Performance) check at the party is needed to impress the revelers of Fool's Crossing.
4. **Super Surprise.** Skirlock wants to be surprised too. He asks the party to prepare something fun that even he won't expect. Depending on what the players plan, set an appropriate skill check and DC.

ROLEPLAYING SKIRLOCK CLEMENS

Skirlock is a gnome (**commoner**) with a tangled mop of blond hair and droopy silver eyes. Skirlock is known throughout town as being a fun hang but unreliable. When he's not partying, he's thinking about partying.

Ideal: "Party on, dudes!"
Bond: "I'm so grateful to Vern for founding this party town!"
Flaw: "I never take anything seriously."

ROLEPLAYING VERN

Vern [he/him] is a young fox beastfolk (**scout**). Vern approaches everything with a can-do attitude, even if he has no idea how to do it. His chaotic approach to life has served him well so far, and he sees no reason to slow down, focus or be serious. Vern has been celebrating every day of his life ever since he lost his friends to a vicious thistle wolf attack. He became aware of the true danger of the Bellowing Wilds and how easily the jungle claims the weak. Therefore, he throws legendary parties every night to celebrate people's survival. Vern is well-liked by the locals.

Ideal: "Celebrate tonight—we might die tomorrow!"
Bond: "Fool's Crossing is my home."
Flaw: "I'm easily distracted, and my decisions are always made in the heat of the moment."

ROLEPLAYING GRAN

Gran [she/her] is a sweet, elderly human lady who looks much like a wrinkled-up apple. She sees the best in absolutely everyone and loves to feed people. Her pies are renowned throughout the Bellowing Wilds and beyond, and they are even enjoyed by Gresh. Gran is completely unaware that the basement of her bakery houses the controls of the foreclaimer portal to Seelia (see **Chapter 12**).

Ideal: "Food is love."
Bond: "Seeing anyone enjoy my baking delights me."
Flaw: "I trust everyone and anyone without exception."

CONCLUSIONS

The more of Skirlock's shopping list the party completes, the better the resulting birthday party:

If they don't complete any tasks, Skirlock refuses to pay the party and leaves town in despair.

If they complete one or two tasks, the party is fine. Sirklock pays the party members 50 gp each plus up to 50 gp in expenses.

If they complete three tasks, the party is great. Sirklock pays the party members 100 gp each plus up to 50 gp in expenses.

If they complete all four tasks, the party is legendary. Sirklock pays the party members 100 gp each plus up to 50 gp in expenses and gives them a *watchkeeper's candle**.

Rumors Around Town

While the people of Fool's Crossing are largely unconcerned by the earthquakes, they excitedly gossip about the possible cause. NPCs will share the following rumors:

- The quakes are caused by people summoning demons in **Brushwick**.
- The giant spiders of **Velgari** worship Generisa. They are probably causing the earthquakes somehow because the goddess is angry again.
- The earthquakes are happening because of the strange things Gresh is doing in her volcanic lair above Hero's Ascent (see **Chapter 6**).
- The miners in **Granite** are causing the earthquakes using some newfangled machinery.

GLENSHIRE: SNAKE IN THE BRANCHES

Political unrest is brewing in the Roving Tree City, and the mood among the branches of Glenshire is tense.

This city made from trees is less chill than you'd expect. Unless you've ever talked with a tree. Some of them can be so dramatic.

A throng of citizens crowds around a small podium set up on one of Glenshire's platforms. Cheers erupt as a tall elven man steps up to speak. He wears dark robes trimmed with gold and hides his face behind a mask with a stylized tree painted on its forehead. Raising a hand, he silences the crowd, pausing before he begins an impassioned speech.

"*My fellow citizens, there is a SNAKE in our branches. We can all feel the ground QUAKE beneath us. The treants feel it! Like us, they fear for our future in the Bellowing Wilds. Yet, Raviaris, in her SELFISHNESS and GREED, refuses to listen. I, The Denouncer, shall expose her sins and deliver the message she so desperately wishes to ignore: we must LEAVE the Bellowing Wilds and return to the SAFETY of Kylandria!*"

Ever since the quakes started to be felt across the Bellowing Wilds, both citizens and treants have voiced concerns to Glenshire's leader, the elven **druid** Raviaris [she/her]. Though Raviaris maintains there is no cause to move the city from the Wilds, a faction of citizens known as The Mobilists has formed to challenge her authority, led by a mysterious figure known only as The Denouncer [he/him]. The Denouncer claims Raviaris is keeping the city here for her selfish, profit-driven reasons and demands she takes Glenshire back to Kylandria. The Mobilists grow in number daily as citizens and treants alike have their fears whipped up by The Denouncer.

ROLEPLAYING CHIEF DRUID RAVIARIS

Raviaris [she/her] is the elf **druid** leader of Glenshire. She has earned the respect of the treants and citizens alike thanks to her wise leadership and passion for the city's wellbeing. She is deeply devoted to the nature goddess Generisa. Though usually calm and collected, Raviaris' temper can spark like wildfire, shattering her carefully constructed image of elegance.

Stressed Out. While Raviaris is a skilled leader, she is terrible at delegating. If she sees someone doing anything in a way that doesn't meet her exceptionally high standards, she elbows them out of the way and completes the job herself. As a result, Raviaris is overworked to the point of exhaustion. She is too busy dealing with Glenshire's hundreds of daily problems and quarrels to devote time to dealing with the Denouncer and his Mobilists.

Ideal: "We can build a better way of life by working with nature."

Bond: "Glenshire is precious to me. I care for the treants and its people deeply."

Flaw: "I demand perfection in myself and others."

ROLEPLAYING THE DENOUNCER

The true identity of the Denouncer is a charismatic human **mage** and member of Glenshire's Amateur Dramatics Society named Callion Fallfrost [he/him]. Callion was recruited by agents from Kylandria. Some powerful people are interested in driving Glenshire, with its thriving markets and skilled artisans, back into the kingdom. He has been promised Raviaris' position as leader of the city and a noble title if he successfully delivers Glenshire back to Kylandrian soil.

Ideal: "Fame and power are owed to those who take them."

Bond: "Raviaris' time in the spotlight is over; now it's my turn."

Flaw: "I'm overly convinced of my own brilliance."

FINCH'S MISSION

Finch has a note delivered to the party by a colorful bird. It asks them to meet her at a room in a Glenshire tavern called The Thistlewolf and Pod.

Meeting Finch. Finch is waiting in the tavern's taproom for the party. She wants to swear the party to secrecy before she shares anything and will only continue if she's confident the party won't betray her. Finch suspects that the Denouncer is Callion Fallfrost, an actor who has held a grudge against Raviaris ever since she was overheard badmouthing one of his performances to a friend. Finch needs proof before she can do anything, so she asks the party to find a way inside Callion's estate tonight. The Denouncer is scheduled to speak at a Mobilist rally in The Grander Arena this evening, so if Finch is correct, Callion won't be at home. Finch offers 500 gp each in return for concrete evidence that Callion either is or is not the Denouncer.

ROLEPLAYING WEAVER FINCH

Weaver Finch of Moirai [she/her] is an acrobatios **weaver veteran*** stationed in Glenshire as an ambassador from Velgari. The recent unrest in Glenshire is making her concerned about diplomatic repercussions for Velgari, but beyond this, she worries for Raviaris' safety. The druid is stubborn and won't entertain the possibility that The Denouncer or his faction pose any real threat, but Finch fears her good friend faces a real threat of assassination.

Ideal: "Like my mentor Moirai, I prize the truth above all."

Bond: "Raviaris is more than an ally; she is my friend."

Flaw: "I am overly cautious and don't like making waves."

FALLFROST ESTATE

The estate is a grand three-story building built on the treant Diptero near the market. According to Finch, Callion's office can be accessed through the western window on the third floor, 35 feet up. The window is unlocked, but any movement or activity close to the building requires a successful DC 15 Dexterity (Stealth) check to avoid alerting four **guards** who patrol the grounds.

Callion's tiefling butler (**commoner**), Absolute [she/they], isn't expecting visitors, but the party could bluff their way inside with a good disguise and a clever story. She believes Callion is out on a business meeting and is unaware of his role as The Denouncer.

THIRD FLOOR OFFICE

Callion's office is filled with messy ledgers, scripts, and papers of no significance. A successful DC 16 Intelligence (Investigation) check reveals a hidden compartment in the desk drawer. This holds a handwritten manuscript, the start of an autobiography Callion has started writing about himself. It details his plans to assassinate Raviaris and lead Glenshire into a new era as The Denouncer. There are also documents from a Kylandrian noble promising Callion the title of Baron of Glenshire once the city returns to Kylandria.

Kylandrian Agents. Characters searching this room must succeed on a group DC 16 Dexterity (Stealth) check to avoid alerting the two Kylandrian agents who are resting in the bedroom next door. One, an **assassin,** is a gnome named Herbie [he/him]. He was hired to kill Raviaris and is preparing his poisoned daggers. Herbie would rather die than betray Kylandria. The second, a half-orc **spy** named Mullo [they/he], is having second thoughts about their mission. They have found Glenshire and the Bellowing Wilds invigorating compared to their life in Kylandria. If captured, Mullo will agree to testify against his co-conspirators in exchange for leniency.

CONCLUSIONS

If the party can retrieve the evidence or take the Kylandrian agents into custody, Finch will be able to unmask Callion's scheme. The people of Glenshire turn against him and the Mobilists. The treants choose to remain together in the Bellowing Wilds.

If the party fails in the mission, the Kylandrian agents make an attempt on Raviaris' life, killing her. Without their beloved druid, the treants become distraught. The city splits apart as half the treants remain in the Bellowing Wilds while the others follow the Mobilist faction and return to Kylandria. Glenshire is severely diminished as an economic and political power within the region.

If the party succeeds, Finch pays the party their agreed-upon reward of 500 gp each, and Raviaris personally thanks the party for their part in uncovering this treason. Raviaris asks the party to attend a ceremony to commemorate their heroism. Whether or not they attend the ceremony, Raviaris awards Finch and each party member with a magical wooden ring for their service, which functions as a *ring of protection*. Even if The Denouncer is killed or revealed, the Mobilists remain a small but relevant political force in Glenshire.

While the party is in Glenshire, this is a great time to let them go shopping if that's something they're into. Check out **Exploring the Bellowing Wilds** for more information on Glenshire's markets.

Sidequest Links

To Velgari. Finch asks the party to take a report on the Glenshire political situation to her patron Araknight Moirai in Velgari.

To Haibrin. A lemur **beastfolk warrior*** named Hana [they/them] is an agent of the Freehand League stationed in Glenshire. They are friends with Finch, and the weaver will introduce them to the party. Hana asks for the party's help and requests that they accompany her to Haibrin to meet her boss, Mr. Maurice.

GRANITE: TRAPPED IN THE PAST

Brightly colored tatters of silk droop from collapsed stone buildings. A few angular structures stand firm along the cracked and rubble-strewn streets. Teams of mohsnians rush to repair the damage and free their trapped friends. Amid the destruction, a massive statue of a mohsnian sits in a contemplative pose at the town's center. Light of all colors filters from within its pale crystal. A 12-foot-tall mohsnian made of emerald directs the rescue efforts as a small, pebble-like child cries and clings to their leg.

Normally a place of beauty, Granite has been hit by a powerful quake. Injured mohsnians are being transported to gem crafters who act as healers. The tall emerald mohsnian, Hallmark, approaches the party immediately after noticing their arrival.

ROLEPLAYING HALLMARK

Hallmark [they/them] is a Large emerald **mohsnian champion*** with crystal protrusions in the shape of a bushy beard. Hallmark treats everyone they meet with grandfatherly d indulgence. They are one of the largest, oldest, and most respected mohsnians in Granite.

Ideal: "A little kindness never hurt anyone."

Bond: "All mohsnians are my family, and I'll do whatever I can to protect them."

Flaw: "My emotions often get the better of me."

MINE COLLAPSE

Hallmark tells the party that the quake caused a mine to collapse and asks for assistance in rescuing the eight miners trapped inside. The mohsnian child clinging to Hallmark is called Child of Harold J. Smith [they/them], the offspring of one of the trapped miners.

At the mine site, Hallmark explains the quake destroyed the main entrance. The modern mine intersects an ancient mine dug by the ancient inhabitants of the Bellowing Wilds. Hallmark has had rescue workers dig into an unexplored portion of this underground complex in the hopes it can be used to reach the trapped miners. The miners' shouts can be faintly heard from deep below.

1. ENTRY SHAFT

From the ground level, a 60-foot deep shaft has been opened up. It is narrow and Medium creatures must squeeze to fit down it. The mohsnians have tied a rope to allow the party to descend. Hallmark is unhappy that they are too broad to go on the expedition themself. They and the other mohsnians will work to widen the shaft to allow any injured miners the party can find to be hauled up to the surface.

Darkness. The shaft is unlit.

Onward. The bottom of the entry shaft opens into the ancient mine works (area 2)

2. ANCIENT MINE WORKS

The bottom of the entry shaft emerges into the ancient foreclaimer mine. Unlike the modern mohsnian mine, the walls are perfectly smooth. Half-mined deposits of silver and gems can be seen in the walls.

Lighting. Glowing lines of flickering crystal along the walls provide dim lighting throughout the foreclaimer mine unless otherwise specified. Anyone familiar with foreclaimer tech knows this means there is a power source of some kind active in the ruins.

Onward. The path sloping slightly up and to the left leads to the hooded reaper nest (area 3). The path sloping down and to the right leads to the excavation chamber (area 4).

3. HOODED REAPER NEST

From the Ancient Mineworks, the path through the foreclaimer mine leads up toward the nest of a **hooded reaper***. At a distance of 30 feet, a slightly flickering light that seems light daylight can be seen. This light emanates from the lantern of the hooded reaper that hides in a 20-foot by 30-foot chamber filled with the bones of animals it has eaten. The chamber also holds three hooded reaper eggs. The reaper ambushes any creature it becomes aware of.

Trapped Miner. An opal mohsnian named List [she/they] (**commoner**) is hiding perfectly still among the bones. She has evaded the notice of the hooded reaper so far.

Treasure. Among the animal bones are a set of four *horseshoes of a zephyr*.

Onward. This chamber is a dead end.

4. EXCAVATION CHAMBER

The tunnel widens out into a 30-foot by 60-foot chamber. A 10-foot wide bulkhead door is sealed shut on the far wall. A shattered sapphire leg lies next to this door. Glowing lines along the wall illuminate two small crystals set on either side of the door, part of an active security system, which automatically deployed, closing the door as the fleeing miners passed through it. On the left side of the room is a rough rock face with a gleaming seam of silver partially exposed. Standing opposite it is a large piece of ancient mining equipment, a machine set with a huge purple crystal that was used to excavate with lasers. The entire room is strewn with rubble, which provides half cover.

Opening the Door. The door can be opened with a passcode, which can be entered into a keypad of Stelkin symbols to the left of the door. This passcode can be found on an access key, which can be discovered in the rubble with a successful DC 16 Intelligence (Investigation) check or noticed by a character with a passive Perception of 16 or higher. The door can be attacked and damaged (AC 18; hp 30; immunity to psychic and poison damage; resistance to all other damage).

Laser Trap. The deaths in the surrounding area caused by the earthquakes have recharged the soul gem that powers the ancient mining laser. It fires off beams of energy across the width of the room. Each round, on initiative count 20 (losing ties), the machine fires, making two attacks against creatures in range, targeting creatures closest to itself first.

Laser. *Ranged Spell Attack:* +8 to hit, range 60 ft.

Hit: 9 (2d8) radiant damage.

Trapped Miner. One of the eight miners, a mohsnian called Gumption [they/them] (**commoner**) is hiding behind a piece of rubble near the door. They weren't fast enough to make it through the door with their fellows but saw the others get through. They know the shattered leg belongs to their colleague, Artist.

Onward. On the other side of the door is a tunnel leading in two directions. Small shards of sapphire can be spotted to the left with a DC 15 Intelligence (Investigation) or Wisdom (Survival) check. This left-hand path leads to the braced chamber (area 6). The path to the right leads to the collapsing tunnel (area 5).

5. COLLAPSING TUNNEL

After proceeding 50 feet, the tunnel narrows to only 5 feet wide. The lights on the walls in this section are not illuminated. Any movement through this tunnel will cause it to collapse. All creatures in a 10-foot length of the tunnel when it collapses must make a DC 15 Dexterity saving throw, taking (45) 10d10 bludgeoning damage and becoming restrained by rocks on a failure, or half as much damage on a success. Creatures restrained by rocks can be freed by another creature succeeding on a DC 15 Strength (Athletics) check to shift the rubble.

Onward. This tunnel is a dead end.

6. BRACED CHAMBER

After proceeding 70 feet, this tunnel widens into a cavern cut from the stone in the angular foreclaimer style. The ceiling and walls are crisscrossed with beams made from an unidentifiable metal alloy. One of the beams has come down.

Trapped Miners. The five remaining miners who managed to escape the collapse can be found sheltering in the Administration Office. Four are mohsnians (**commoners**); Shine [they/them] and Artist [them/them], Principal [xe/xem/xir], and Harold J. Smith [they/them]. Shine and Artist are the siblings of Chip, leader of Breckart. Artist lost their leg in the Excavation Chamber, and their speed is reduced to 10 feet. The last miner is a **kobold** named Zai [she/her], one of the few non-mohsnians to live and work in Granite. She is extremely hungry.

Beam Bracing. Shine, Principal, and Harold J. Smith are holding up a fallen beam that is keeping the roof from collapsing. If any of them lets go without first finding another way to hold up the beam, the entire room will collapse, crushing all those inside under rocks. Zai is trying to do her part to hold up the beam but can let go without any ill effect. The miners are singing a song in rousing harmony to cheer themselves up in the face of certain doom unless someone can help them secure the beam.

Onward and Outward. If the beam can be braced effectively, or the party can find another way to evacuate the miners safely, it is straightforward to retrace their steps back to the entry shaft (area 1). There, the miners can be winched up to safety.

CONCLUSIONS

If the miners are rescued, the town of Granite celebrates the rescue of the miners with a dazzling party.

If the party rescues all eight miners, Hallmark rewards the party with a *cloak of protection* made from Velgari silk, a *gem of brightness*, and a pouch of ruby dust worth 50 gp.

If the party rescues at least one of the miners but not all of them, Hallmark only gives them the ruby dust.

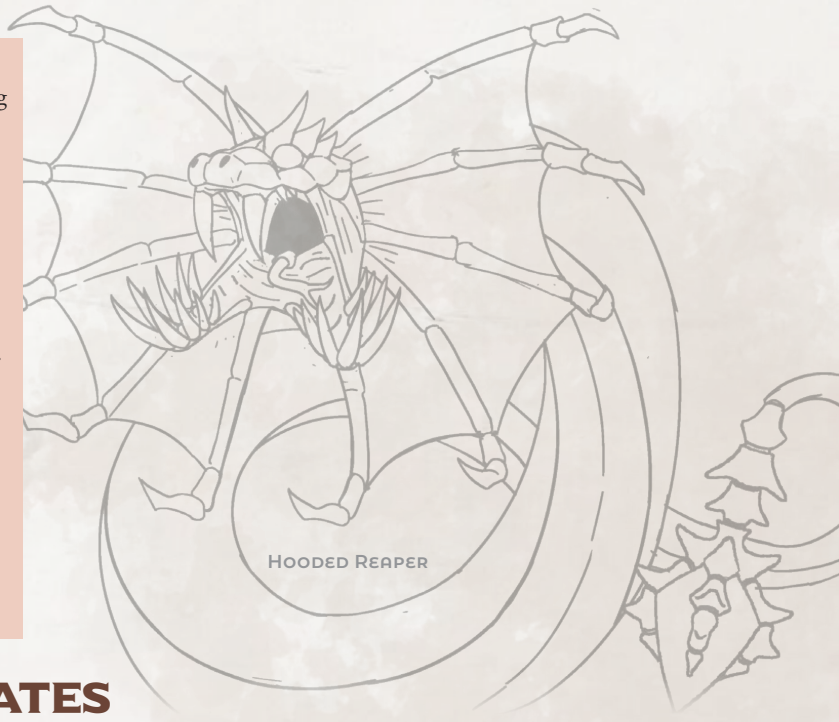
If any of the miners die, they are mourned. This is a joyous affair as their life is remembered and honored. There is no food and drink, but there is plenty of music and moshing.

Sidequest Links

To Breckart. Two of the miners, Shine and Artist, have a sibling called Chip, the leader of Breckart. If the party plans to go there, they ask them to deliver a package containing a warm woven scarf made by their parents, Rune [they/them], Bloom [they/them], and Marrow [he/they]. The family worries about Chip being so far from home, but they are proud of them.

To Pyrite. Ruthy Rootwrangler [she/her] is a gnome chef (**scout**). She has a terrible sense of direction and ended up here in Granite instead of Pyrite, where she has a job waiting for her. Ruthy has no money but will cook for the party if they can get her to Pyrite safely.

To Twiniver. A caravan of halfling traders will be leaving Granite soon and sailing down the river to Twiniver. They will offer free passage for anyone who can help defend their cargo from the jungle's threats. A young ruby mohsnian named Cash [he/they] has stowed away on board. He has dreams of becoming a Steel Jaw Cager.



HAIBRIN: PILLAGING PIRATES

The scenic port town of Haibrin lies on the southern coast. Many of Haibrin's citizens are beastfolk, though people of all kinds live here.

The massive sandcastle that forms the Freehand League's headquarters is empty, save for some administrative staff and a few fresh recruits. The party receives a summons from Mr. Maurice, who wants to discuss a job vital to the League's survival.

Roleplaying Mr. Maurice, Leader of the League

The Freehand League's leader, Maurice [he/him], is a Small-sized guinea pig **beastfolk warrior***. Though he looks unassuming, every inch of his round fluffy body is filled with a fervor for resistance!

Ideal: "My hope for a brighter future pushes me to act."

Bond: "I hate Quinn-Ora and her ghastly work."

Flaw: "I never back down from a fight, even if I'm overmatched."

Maurice explains that the Freehand League is working to uncover something big. He can't say what it is, only that it is dangerous and that many operatives have already been lost. A lack of supplies prompted Maurice to send the most senior operatives remaining in Haibrin to fetch a shipment of weapons that should have arrived days ago. The ship was taken by pirates, and the agents were captured. A single agent made it out and reported back. Maurice offers the party a reward of 200 gp each if they can bring the captives back safely.

The Treasure Hunt

The pirates have the captives digging up a sandy cove two days' travel south of Haibrin, so Maurice will advise the party to stock up on supplies before they depart. Maurice will help ferry them in a small boat they can use to travel across the shoreline, which is broken up in places by rocky cliffs. When they arrive, Maurice hides the boat among natural rock formations 100 feet from the cove, from which they have a clear view of the pirates' activity.

Captives. The cove is an 80-foot long, 30-foot wide horseshoe of sand. Three **beastfolk warriors***, two half-elf **spies**, and a bugbear **scout** dig holes in the sand. Each has three levels of exhaustion. They are unarmed but can use shovels as improvised weapons.

Pirates. The captives are watched by six pirates (**spies**) led by a captain named Carmine Rose [he/him] (**bandit captain** armed with a *scimitar of sharpness*), a gaudy dwarf with a huge braided beard and an eyepatch worn purely for aesthetic reasons. Six more pirates (**thugs** armed with scimitars) watch from a small galleon anchored 40 feet off-shore. This ship is named The Sea Potato. The pirates' morale is shaky. Only their faith in Carmine's legendary pirating abilities keeps them following his orders. In fact, Carmine is a phony who made up all the tales of his piratical prowess. The map he is using to locate the supposed buried treasure is a children's placemat from a restaurant in Pyrite.

Supplies. The captives' weapons and equipment are kept in a locked chest on the pirate ship's deck. It can be opened with a DC 13 Thieves' Tools check or a DC 15 Strength (Athletics) check. The stolen supplies are also stored in large wooden crates on the deck of the ship.

Conclusions

If the party defeats the pirates, they can take Carmine's *scimitar of sharpness*. For freeing the captive agents and recovering the stolen supplies, Maurice will reward the party with 200 gp each. Maurice will also share what he's been working on. He has reason to believe that a warlock named Quinn-Ora is causing the earthquakes shaking the Bellowing Wilds. She lives in Alchemist's Quarry, a small town deep in a deadly swamp. Maurice is worried about a Freehand League agent, Frankie, stationed undercover there, as he has not heard from her in a while (see **Chapter 8**). He asks the party to make contact with Frankie.

Where Next?

This side quest ends with a strong plot hook to get the party to visit Alchemist's Quarry. Using the Haibrin side quest after running **Chapters 5** and **6** will let you transition smoothly into **Chapter 7**.

Avery Howett

PYRITE: TASTE TEST

The smell of spices wafts over the breeze, filling the air with delicious aromas. Colorful banners hang from the grand animal-bone walls, and inside the town is a bustle of activity. The ground is uneven in places, and signs marked "DANGER: FISSURE" have been erected over large cracks in the earth. A massive corral is covered by a ragged dome of wire, and its walls are partially collapsed. Beside it, empty cages lie scattered.

Pyrite is known across the Bellowing Wilds as the place where the wilderness meets the grill. It is a must-visit destination for chefs and hunters alike. Everyone in town is gearing up for the Bellowing BBQ Festival, to be held tomorrow, but an earthquake has complicated matters. The damaged corral near the center of town contained creatures that were going to be served up as part of the "Mouthwatering Monstrosities" portion of the festival. Without them, Mayor Joe fears that this year's festival will be a flop.

ROLEPLAYING MAYOR JOE

Mayor Joe [he/him] is a middle-aged half-orc (**gladiator**) and the mayor of Pyrite. He is extremely strong and is renowned for hunting creatures unarmed and wrestling them into submission. As the organizer and head judge of the BBQ festival, he was already overwhelmed with preparations before the earthquakes disrupted Pyrite, and now he is barely concealing his panic. He speaks with a relaxed drawl.

Ideal: "I always keep my word and hold others to theirs."

Bond: "Pyrite has the best food in Ambria, and I can prove it!"

Flaw: "I'm very superstitious and scared of the supernatural."

THE HUNT IS ON

As soon as he spots the party, Mayor Joe approaches with an air of friendly desperation, politely asking if they'd be interested in helping the town with the coming festival. If the party agrees, he'll tell them that three monstrosities that were meant to be part of the BBQ festival's culinary showcase escaped when the earthquakes struck.

Rewards. Mayor Joe offers a reward of 100 gp for each monstrosity successfully hunted and brought back to Pyrite, plus an extra 50 gp per monstrosity if the party follows the special instructions while hunting them. If the party brings back all three, he'll throw in an extra 500 gp bonus.

Deadline. The BBQ festival is tomorrow, so the party must complete these tasks and return to Pyrite within 24 hours.

Rival. A hunter named Henri Grillmore [he/him] (**assassin**) is after Mayor Joe's reward. He is rough, tough, and gruff. Grillmore is famous for his ruthlessness and won't hesitate to attack anyone who gets in his way. If the party attempts to save the monsters rather than hunt them, Grillmore tries to sabotage their efforts.

TRICERATOPS

The escaped **triceratops** has headed toward the Mild Meadow, leaving a path of destruction that is easily tracked.

Special Instructions: Take the triceratops down with only bludgeoning, force, slashing, piercing, and psychic damage to avoid spoiling the meat.

EMERALD-THROATED HOAXERS

Two escaped **emerald-throated hoaxers*** can be found in the undergrowth of the nearby jungle. In combat, they flee.

Special Instructions: Capture the hoaxers alive without frightening them or hitting them with thunder damage otherwise they will be spooked and not lay as many eggs.

CLOAKER

The missing **cloaker*** has hidden away in the rafters of the washroom of Ol' Bobbems BBQ House. It is preying on patrons who come to use the facilities.

Special Instructions: Deal at least half of the damage to the cloaker with fire damage to enhance the smokey flavor.

CONCLUSIONS

Rewards. For each creature they helped return, Mayor Joe fixes up one portion of the dish made from it for the party to sample. The party obtains an extra 50 gp for each creature for which they completed the special instructions. If the party has completed this side quest before attempting to enter the restricted areas of the Augmentation Facility (see **Chapter 10**), which lies near Pyrite, Mayor Joe will willingly hand over the key to lower floors should they ask for it. If they beat Grillmore to the prize Grillmore, he swears vengeance against the party.

If the party tried to save the missing monstrosities rather than hunt them, one of the hoaxers gifts the party a shiny crystalline egg worth 350 gp. If Grillmore is still alive, he swears vengeance against the party.

Rumors Around Town

Pyrite is a bustling destination, and rumors are traded almost as much as food here. NPCs in Pyrite share the following:

- Gresh has a deal with Fool's Crossing that means they don't have to pay taxes. Something to do with Gran's famous pie.
- The Bearon of Rascam has been ordering raw meat for the grand balls he likes to throw for his cronies.
- The moving city of Glenshire might be walking away from the Bellowing Wilds. Chief Druid Raviaris is out of touch with the will of the treants and the people.

Antonio Demico

TWINIVER: IN THE WAVE'S WAKE

Located on the Kaisean coast of the Bellowing Wilds, Twiniver is a once-prosperous port that has since become a hideout for the most reprehensible folk in Ambria. It still sees its share of trade, mostly in its shady markets. If it's illegal, stolen, or dangerous, you can find it in Twiniver.

> The shrieks and snarls of the jungle's monstrosities echo in the distance, and the gusting wind blowing from the sea carries the stink of brine and wild beasts to every corner of the town. Many buildings lie smashed, and those that stand still are draped with seaweed.

The tremors shaking the region caused a tidal wave that smashed into the town three days before the party's arrival. Though reconstruction is well underway, the Steel Jaw cagers lost valuable merchandise and over half of their captive beasts in the destruction. Fearing a loss of power, the cagers have started muscling in on buildings owned by the local shipwrights, reviving the longstanding tensions between the two groups. With the Pit flooded, each side is vying to weaken the other before Twiniver's normal order is restored.

PICKING A SIDE

Both sides notice the party when they enter Twiniver. Envoys from both the Cagers and the Shipwrights will approach the characters to try to convince them to help their cause.

Three **cagers*** approach the party. Their boss, Spike, is interested in meeting with the party to offer them a job. These cagers each have a *cager box (uncommon)** containing a **dire wolf**. At the same time, a shipwright **commoner** approaches the party, suggesting they meet with Eely Dan if they're looking for work. They warn the party not to talk to the Cagers.

The Cagers and the shipwright will begin combat with each other unless the party intervenes. The Cagers won't kill but will injure the shipwright.

ROLEPLAYING SPIKE, CAGER STRONGARM

Spike [she/her] is a well-muscled coal-skinned sheep beastfolk **veteran** with a scar over one eye and shaggy yellow-white wool in a butch side cut. She leads a feared and influential group within the Steel Jaws. She treats her caged creatures particularly cruelly, even for a Cager. Spike carries a *cager box** containing a captive **owlbear** she calls Snookums.

Ideal: "Talk's cheap. Actions ain't."

Bond: "The Steel Jaws are my family."

Flaw: "Settle things peacefully? Get real!"

ROLEPLAYING EELY DAN, LEAD SHIPWRIGHT

Eely Dan [he/they] is a talented half-elf **warlock of the Splicer*** who has modified himself with rubbery gray flesh and unblinking fish eyes. Dan is also a skilled carpenter and sees little difference between crafting wood and crafting flesh. They lead the shipwrights here in Twiniver.

Eely Dan can be found in the mostly intact shipwright's headquarters by the docks. They are always accompanied by their creations, a pair of legged **hunter sharks** named Mizzen and Bonny. These sharks are amphibious and have a land speed of 40 feet.

Ideal: "I can improve anything I touch."

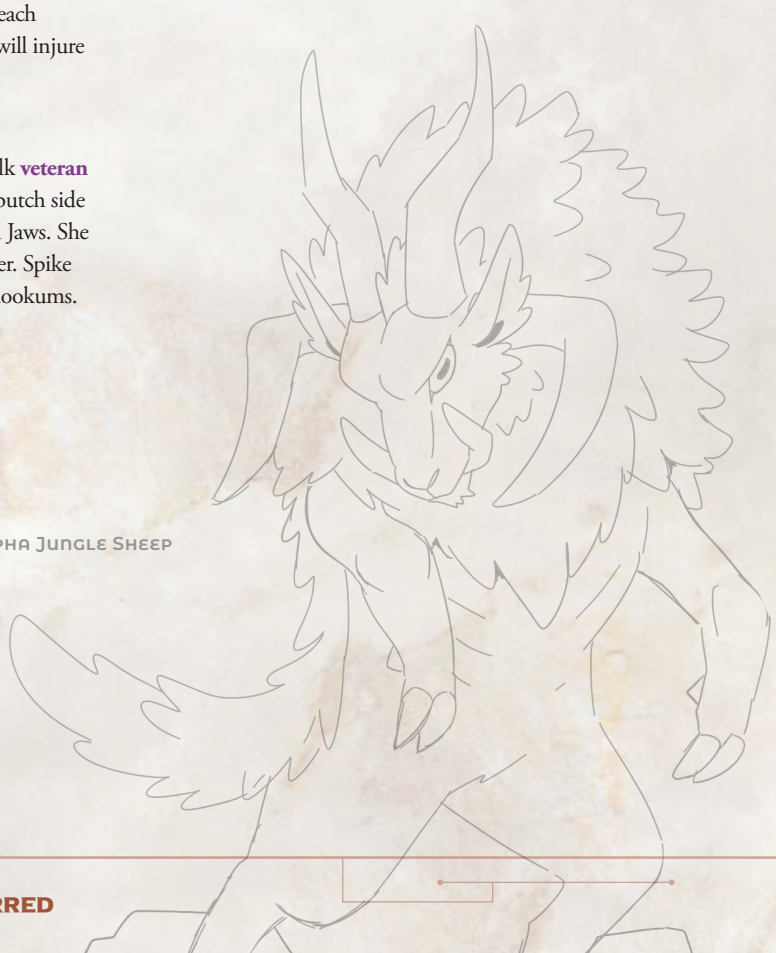
Bond: "The shipwrights were hopeless before I came along. I want to see what they can become."

Flaw: "I never forgive or forget anyone who crosses me."

HELPING THE CAGERS

Spike wants the party to kill Eely Dan or run him out of town. She'd do it herself, but Dan is too well-known to get rid of quietly, and public knowledge of the Steel Jaws' involvement could start a battle the Steel Jaws can't afford to fight. After the party does the deed, she promises her Cagers will get them out of town safely and deliver their payment. Spike can be convinced to pay half of the gold up front with a successful DC 16 Charisma (Persuasion) check.

Rewards. Spike rewards the party with a sack of 2,000 gp and a *cager box (rare)** with a **magmonkey*** inside. The Steel Jaws of Twiniver also become friendly toward the party and may seek them out for future work.



Alpha Jungle Sheep

Avery Howett

HELPING THE SHIPWRIGHTS

Eely Dan wants the party to further disrupt the cagers' business by sneaking into Spike's warehouse and setting their most valuable captured creatures free.

The warehouse is a 60-foot square, 30-foot tall building with a 20-foot-diameter hole on its roof and a 20-foot-diameter hole in its east-facing wall. Inside, an **owlbear**, a **jungle sheep alpha***, a **giant ape**, and a **magmonkey*** are stored in Large reinforced steel cages (AC 21; hp 40; immunity to poison and psychic damage) that can be unlocked with a successful DC 18 Dexterity (Thieves' Tools) check.

Guards. Four **cagers*** with **lions** in their *cager boxes (uncommon)** patrol outside the warehouse.

Rewards. Eely Dan offers the party a *crab king's claw** and a *sticky scroll* of *alter self**. Dan also offers to have his shipwrights arrange a boat to carry them on the river to either Pyrite or Rascam.

CONCLUSIONS

If the party helps the Cagers, the shipping industry grows even weaker and eventually fades to nothing as Twiniver becomes the exclusive domain of the Steel Jaws.

If the party helps the shipwrights, the leader of the Steel Jaws, Atem Hall [they/them], steps in to calm the chaos caused by the creatures' escape. They blame Spike and her faction for bringing negative attention to the Cagers through their excessive cruelty and demote her within the organization to poop clean-up duty.

> **Rumors Around Town**
>
> There is a lively trade in clandestine information in Twiniver. The party may be able to glean the following information from NPCs:
>
> - The Bearon of Rascam imports huge crates of peculiar fruit.
> - Frequent shipments of beasts from across Ambria are sent from Twiniver to Alchemist's Quarry.
> - Eely Dan is afraid of the tyrant of Alchemist's Quarry, Quinn-Ora, as she is a much more powerful Splicer warlock than he is.

VELGARI: PERIL IN SPIDER CITY

Hanging from the walls of the Attercrop Canyon, Velgari is a town built atop a massive spider web. It is home to the holy Araknights, their loyal weavers, and lay people who share their values.

The earthquakes have been causing the whole city to sway and bounce. The Araknight Opi and his weavers are busy around the Velgari and the canyon edge, reinforcing the web.

ROLEPLAYING ARAKNIGHT OPI

Opi [he/him] is a gladius **Araknight*** in charge of the city's maintenance and defense. The tremors have him and his teams of weavers busy inspecting, reinforcing, and repairing the webs that keep the city suspended. Opi is very busy and focused on his task.

Ideal: "To do what is right, one must have the courage to make difficult choices."

Bond: "I am but a humble servant of Generisa and follow her example in all I do."

Flaw: "I won't rest while a task remains unfinished."

ROLEPLAYING ARAKNIGHT MOIRAI

The acrobatios **Araknight*** Moirai [she/her] is worried about the tremors but wants to prevent a panic. A party seeking to speak with Moirai will find her at her office near The Web Market. Moirai reassures anyone who comes to her with concerns while recording reports of weaknesses in the web to pass on to Opi in private. A successful DC 17 Wisdom (Insight) reveals that Moirai is more concerned about the tremors than she lets on.

Ideal: "You can catch more flies with honey than vinegar."

Bond: "We opened Velgari to outsiders; we must protect them."

Flaw: "I often leap before I look."

TREMORS

Tremors occur every 2d4 hours. Each time a tremor occurs, decide the result by rolling on or choosing from the following table.

VELGARI TREMORS

d6	Tremor Result
1-2	A dull rumble sounds below, and Velgari sways slightly.
3-5	A loud rumble rises from the canyon, and all creatures in Velgari must succeed on a DC 12 Dexterity saving throw or fall prone.
6	The Web Collapse event occurs.

WEB COLLAPSE

A loud crack echoes through the canyon, cutting sharply through the roaring thunder of the quake. Velgari's massive web sags down toward the yawning chasm below, hanging at a dangerously steep angle that sends people, animals, and debris tumbling into the abyss.

The latest tremor has shorn off a piece of the canyon itself, unmooring the strands supporting a large 300-foot diameter section of The Web district, which now hangs off the city at a steep angle.

The Araknights lead weavers to rescue people trapped on the collapsed area. Opi and his weavers repair the damage to nearby support lines to ensure the collapse doesn't tear more of Velgari down with it, while Moirai works to coordinate rescue efforts with her acrobatios weavers. It's clear they can't save everyone without help.

Collapsing Town. Creatures in the area when it collapses must succeed on a DC 15 Dexterity saving throw or fall prone and begin sliding at a speed of 60 feet per round toward a 2,000-foot drop into the Attercop Canyon. If a sliding creature has a climb speed or is able to grab onto something, it can use a reaction to grab onto the webbing to halt its descent. To climb up the web, a creature must succeed on a DC 15 Strength (Athletics) check at the start of each of its turns, or its speed becomes 0 for that turn and it slides 60 feet toward the drop.

Slipping Away. The party only has 5 rounds to act before the collapsing area breaks off and plummets into the canyon. Characters can use appropriate skills or magic to try and delay the collapse.

Survivors. 10 **commoners** who survived the collapse are holding on for dear life. Each survivor is located in a random spot on the collapsed section. Use the following table to determine how far each survivor is from the party.

SURVIVOR LOCATION

d6	Distance From Ledge
1	240 feet
2-3	180 feet
4-5	120 feet
6	60 feet

CONCLUSIONS

If the party rescues any survivors, they are recognized as heroes, and both Opi and Moirai will offer the ritual of weaving to any character who wishes to undergo it. The ritual permanently transforms that character into a weaver (see **Character Creation**). Those who undergo the ritual with Opi will become gladius weavers, while those who have Moirai perform it will become acrobatios weavers. They can also choose a sicario Araknight as their patron to become a sicario weaver.

If the party doesn't help, the weavers and Araknights do what they can to save as many people as possible, but many lives are lost. Velgari enters a period of mourning, and the party won't be able to purchase supplies or gain information here.

Sidequest Links

To Glenshire. Moirai has received a letter from one of her Weavers, a diplomat named Finch, asking for aid in a delicate political situation. The Araknight is too busy in Velgari to go herself but asks the party to see if there is anything they can do to help.

To Twiniver. A faction has arisen in Twiniver to challenge the Cagers. The Araknights can't be seen to get involved directly, but they ask the party to investigate the situation.

To Alchemist's Quarry. The Araknights sent many weavers out into the Bellowing Wilds to try and determine the cause of the tremors, and all have returned except one, a gladius weaver named Jovi of Kaydi [she/her]. Opi implores the party to help Jovi return home to Velgari should they come across any sign of her in their travels. Unknown to Opi, Jovi is already dead, and her body can be found in Alchemist's Swamp (**Chapter 7**).

Gladius Araknight Opi

John Derek Murphy

The Bearon & His Inner Bear

CHAPTER 5
RUCKUS IN RASCAM

Ohio Jack* contacts the party with news of another possible solar crystal under the city of Rascam. Jack mentions that this information came from a trusted informant, but he won't reveal any details about Hethkal unless pressed. See **Chapter 1** and **Chapter 9** for more information about Hethkal.

Jack has secured invitations to the Bearon's Ball from his colleague Texas Thelonius and asks the party to accompany him to Rascam. He wants their help in convincing the Bearon to let him delve into the foreclaimer sites beneath the city. Unbeknownst to Jack, the Bearon's parties are a trap. The Bearon serves up *bloodmoon berries** to his aristocratic friends, allowing them to unleash their inner beasts and attack the other unsuspecting guests for sport.

From the Bearon's keep, the party can enter the Automaton Factory or find their way in through the sewers or the river. The factory has been overrun by crystalsires, and if the adventurers aren't careful, these parasitic crystal zombies will break out into the city above. The Bearon's traitorous right-hand man, Sir Belmont, is plotting to release crystalsires into the ball and seize control of the city for himself.

Before running this chapter, read the entry on **Rascam** in **Exploring the Bellowing Wilds**.

WELCOME TO THE BIG POTATO

Rascam's enormous stone walls stand in contrast to the lush jungle all around. Multi-colored smoke rises from the city's workshops, refineries, and alchemy labs. But even in mighty Rascam, the evidence of the earthquakes is clear. The walls are cracked, and crews of workers are busy repairing the city's defenses while well-armed guards dressed in orange and yellow stand watch.

Entry. The city of Rascam is divided into three districts, the Keep District, Dealer's Green, and the Runnel, each encircled by high stone walls. **Guards** are posted at watch towers and at the seven city gates. As long as the party does not pose any obvious threat to the city, it is relatively easy to enter. Even if one or more of the party members has a bad reputation in Rascam, the guards at the gates of the Runnel are willing to accept bribes to look the other way.

Jack's Contact. Jack's contact in Rascam is Texas "Tex" Thelonius [he/him]. Tex is an elf and the Bearon's librarian. He meets with Jack and the party to hand over the tickets they will need to gain entry to the ball. He also informs them that they will each need to acquire an animal mask and appropriately fine clothing.

Avery Howett

ROLEPLAYING TEXAS THELONIUS

Since the time of the city's founding, Tex has managed the archives and library of Rascam. He is very pompous and considers himself part of the aristocracy. Despite his snooty attitude, Tex has a quiet but steadfast devotion to the god Xeros and can't stand to see injustice. Tex respects Jack as a scholar but thinks his obsession with the foreclaimers will lead him into trouble.

Dinner Guest. The Bearon suspects Tex of plotting to dethrone him, so he has invited him to the ball along with as many guests as he likes so he can deal with the imagined threat. The Bearon intends to eat Tex first during the *bloodmoon berry** fueled rampage. Tex is completely unaware of the danger he is in or of the true nature of the balls.

Plot But Not That Plot. Tex is plotting against the Bearon, but not in the way the Bearon thinks. The plot to dethrone him is actually being orchestrated by Sir Belmont, head of the guards. Tex is instead plotting to disrupt the Bearon's drug manufacturing and distribution operation. He knows that the Bearon's lab is located beneath the keep.

Ideal: "Everyone deserves justice."

Bond: "I have cared for the Rascam archive longer than most people have been alive."

Flaw: "I am rude and patronizing."

SHOPPING SPREE

Ohio Jack has acquired enough invitations to the Bearon's Ball for himself and the party members. However, the invitation alone isn't enough to guarantee entry. Guests are expected to be properly dressed in fine clothes and an animal mask. Appropriate masks can be obtained in any of the city's districts in one of the three following shops.

> **The Hairbrush**
> If you want to give your players a chance at recreating the moment from the original Fool's Gold Campaign where Sips changed the Bearon's alignment with a hairbrush and turned him into the party's ally, you can have *Sips' hairbrush** be available to purchase during the shopping spree or give it to your players before they reach Rascam.

BIRDIE'S BOUTIQUE

In the Keep District, a dwarf named Birdie Cowtail [she/they] sells ornate, bespoke masks resembling any animal the customer may desire. Her masks cost 50 gp. Characters wearing one of Birdie's masks have advantage on Charisma (Persuasion) checks made while talking to nobles at the ball.

Evasive Owner. Birdie suspects that there is something sinister about the Bearon's grand balls but does not want to jeopardize their business by enquiring into dark rumors. She oozes charm and offers exquisite customer service but becomes uncomfortable if faced with pointed questions.

TUCKER AND BIB'S

Tucker [he/him] and Bib [he/him] Tran-Barton are a halfling couple who run a clothing shop in Dealer's Green. In addition to fine clothes, characters can buy animal masks here for 25 gp each.

Tucker has been angling for an invitation to the ball for a long time. He believes winning the ticket lottery is also a ticket to a better life. He's envious of those who get the chance to schmooze with the nobles. Bib is more reserved and content with their current fortune.

Weird Headwear. Among the masks at Tucker and Bib's is the *helm of Thsklmxklmhtt**. It desperately wants to be bought so that it can get out of the shop and continue its search for a suitable head to rest on. Tucker and Bib don't know the helm is magical. It just appeared in their inventory one day, and each believes the other added it to the masks display. It is also priced at 25 gp.

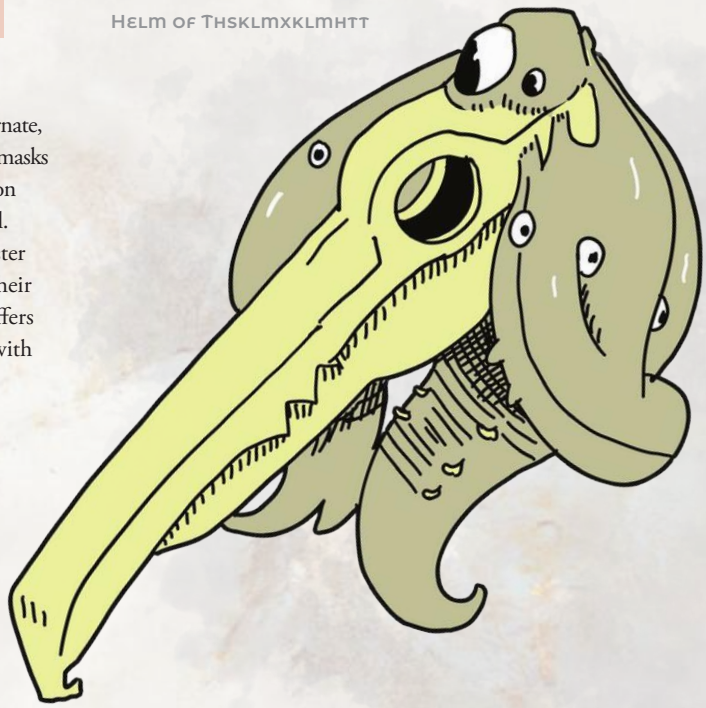
If you already used the helm as a quest hook in **Chapter 4**, no worries. This thing is so weird—it can turn up wherever and whenever you need it to!

THE CUT DECK

This store in the Runnel is owned by Jerrel [she/her], a half-orc. It mostly stocks sporting goods and memorabilia from the Ring Arena, such as World Wide Wizard Wrestling League hats. But Jerrel also has a bargain bin of second-hand animal masks for sale for 1 gp each. Characters wearing one of Jerrel's masks have disadvantage on Charisma (Persuasion) checks made while talking to nobles at the ball.

Desperate Family Member. Outside The Cut Deck, a disheveled half-elf woman named Sylvia [she/her] keeps a look for anyone emerging with one of the masks. If she spots the party with masks, she runs up and begs them to look for her missing brother Lucas [he/him]. Lucas was invited to the last ball the Bearon threw and hasn't been seen since. Lucas was killed by the transformed Bearon during the ball. If Jerrel sees Sylvia bothering her customers, she attempts to chase her away with a broom.

Helm of Thsklmxklmhtt



Zee Basheu

THE BEARON'S BLOODY GOOD BALL

Two guards wearing the yellow and orange livery of the Bearon are stationed in the reception area at the entrance to the keep. They ask to see the invitations of anyone who enters before letting guests into the ballroom. They have orders not to admit guests who are inappropriately dressed or don't have animal masks.

THE BALLROOM

> The ballroom glitters with the splendor of the aristocrats, dressed in plush velvets and fine silks and wearing animal masks. The Bearon, an imposing figure in a bear mask, sits on a golden throne overlooking the festivities. The sound of laughter and excited chatter fills the enormous room, underscored by elegant music that drifts down from a balcony.

The ballroom is 150 feet wide and 200 feet long, and 40 feet high. It is brightly lit by six crystal chandeliers suspended from the 40-foot high ceiling. The floor is polished wood, and the walls are hung with tapestries depicting the founding of the city of Rascam and the Bearon's emblem. Very faint traces of blood can be detected in between the floorboards with a successful DC 22 Intelligence (Investigation) check.

Doors. The main doors are at the south, directly opposite the dais and the Bearon's throne, which stand at the other end of the room. Once all the guests are inside, the main doors are locked and barred from the outside. On the east wall, 15 feet above the dancefloor, is a balcony occupied by a chamber orchestra. A small door, decorated to look like part of the wall, beneath the balcony leads to a spiral staircase up onto the balcony. This can be spotted with a successful DC 11 Wisdom (Perception) check. To the right of the throne, there is another hidden door. This leads to the keep's kitchens and wine cellar.

Secret Passageway. Underneath the throne, there is a secret entrance to the Automaton Factory. This can be spotted with a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check. The throne can be pushed aside with a successful DC 14 Strength (Athletics) check, revealing a rough stone stairway that leads down to **area 1** of the **Automaton Factory**.

Musicians. A small orchestra made up of fifteen musicians and led by a halfling conductor named Aidan [he/him] plays lively music from the balcony overlooking the ballroom. The musicians have played at many of the Bearon's balls before and have witnessed the carnage many times. The musicians are available for short bursts of conversation between songs but can't talk for long. However, they are reluctant to speak about what they have seen as they know the only things keeping them from being killed is their skill at performing and their discretion.

Guests. Many of the **nobles** enjoy making sly comments about the upcoming entertainment portion of the evening, referring to the *bloodmoon berry** fueled carnage they intend to enjoy. If any of them let slip the secret early, they signal the servants to lock the doors of the ballroom so that none of the unsuspecting guests can escape.

ROLEPLAYING THE BEARON

At the ball, the Bearon is in his element. He is comfortable, relaxed, and eager to enjoy the "entertainment." He sees himself as the rightful ruler of Rascam and loves to remind everyone of this. A cunning man, the Bearon knows the power he holds and how to use it to get what he wants. He will bargain for access to the Automaton Factory in exchange for something he sees as valuable.

The Bearon is charming and debonair, right up until the moment he unleashes his inner bear with a *bloodmoon berry** and attacks. In his bear form, he is brutal, attacking swiftly and viciously.

The Bearon knows that someone is plotting against him. However, his spies have mistakenly identified Tex as the leader of the plot. Therefore, the Bearon has invited Tex to the ball tonight and intends to eat him.

Ideal: "People should pay what they owe, and most people owe me."

Bond: "Rascam is mine by birthright."

Flaw: "I am utterly terrified of Gresh."

ROLEPLAYING SIR BELMONT

Standing by the Bearon's throne is a human named Sir Belmont [he/him] (**knight**). Belmont is the head of the Bearon's guards and the Bearon's right-hand man. His gruff and stoic demeanor makes him hard to read, and he only speaks when he feels it is necessary.

Traitor. Belmont has become increasingly uncomfortable with the Bearon's violent excesses. He is plotting to overthrow the Bearon and take power for himself. If Belmont comes to believe that the party could help him with this, he will gladly ally with them.

Secret Keeper. Belmont has attended many of these balls before but has never taken part in the *bloodmoon berry** transformation as he considers it abhorrent. He knows about the secret passageway under the throne.

Belmont's Plan. Belmont wants to take out the Bearon and the other nobles while they are gathered here tonight by releasing a hoard of **crystalsires*** into the ballroom from the dungeon below. He has had his guards lure a pack of them up under the Bearon's throne. Once the *bloodmoon berry** fueled carnage begins, he plans to push the throne aside and let the crystalsires do his dirty work for him.

Ideal: "I know best."

Bond: "I care about the city of Rascam, and it pains me to see what it has become."

Flaw: "I'm wildly inconsistent with how I react to different people and situations."

ARISTOCRATS

Name	Mask	Description	Inner Beast
Lady Penelope [she/her] and Lady Fenella [she/her]	Matching wolf masks made with real fur	Two half-elf sisters, one dressed in white and the other in black. They call everyone "darling" and love to give backhanded compliments. In combat, they work together to take down their prey.	Direwolves
Lord Huxley [he/him]	An electric orange sharkhound mask	Huxley is a human exiled from Kylandia after he gambled away his fortune. He is pretending he is still wealthy. Huxley is desperate to find a business deal or other source of wealth.	Sharkhound*
Their Grace Felicity [they/them]	A mirrored snake mask	Felicity, a tiefling socialite, is here to sow discord among the aristocracy for their own entertainment. They invent scandalous gossip.	Giant constrictor snake
Lady Flavia [she/her]	A red and black striped tiger mask	Flavia, a human noble, was recently betrothed to Lord Quentin and is here with him for their first public appearance. However, she's really in love with Alexis and often looks over at them longingly.	Saber-toothed tiger
Lord Quentin he/him]	A white silk lion mask	Quentin, an elf noble, was recently betrothed to Flavia and is here for their first public appearance. However, he's in love with Alexis.	Lion
Alexis the Esteemed [they/them]	A glittering gold hyena mask	A half-elf, Alexis, is the most enthusiastic participant in the bloodmoon carnage, and they can hardly contain their anticipation. They're too excited at the thought of bloodshed to care about the affections of Flavia or Quentin.	Giant hyena
Lady Gwendolyn [she/her]	A sequined insect mask with dark glass eyes	Gwendolyn, is an elf and patron of the arts. She sponsors the musicians and is having an affair with Aiden, the conductor. In combat, she won't allow any of the other aristocrats to harm the musicians.	Giant centipede
Lord Farchar [he/him]	A goat mask with horns made from pure silver	A silver dragonborn, Farchar is just here for the food. Whenever a servant comes out with a new tray of tasty treats, he's right there. In combat, he doesn't attack but looks for more food.	Giant goat
Siram Everleigh [they/them]	A crocodile leather crocodile mask	Everleigh is a young duergar from Kylandia. This is the first event they've attended without their parents. They are trying to conceal how awestruck they are. They have not been warned about the transformative effects of the berries but have been told they are a special treat.	Giant crocodile

UNSUSPECTING GUESTS

Name	Mask	Description	Statistics
Tamala [she/her]	Seahorse	Tamala is a half-elf cobbler from Dealer's Green. She won her ticket to the ball in the lottery and is overjoyed to be here.	Commoner
Simisola [she/her]	Raven	Simisola is an elf gold shaper who recently escaped from Gresh. Gresh knows she went to Rascam and instructed the Bearon to kill her. Simisola is graceful, charming, and finds it easy to talk with the nobles. She is looking for a new patron.	Gold shaper*
Bern Boltbrace [they/them]	Badger	Bern is a dwarf investigator. The Bearon learned Bern is snooping around his drug production business so wants to put an end to his investigation and his life. Bern has a dark sense of humor and is very insightful.	Spy
Karl [he/him]	Dog	Karl is a dog beastfolk who was sent here by the Freehand League to try to get the Bearon to take a stand against Quinn-Ora's rule of Alchemist's Quarry. He is excitable, trusting, and very friendly.	Beastfolk warrior*
Dougal [he/him]	Owl	Dougal is a half-orc from Dealer's Green. He won a ticket to the ball as part of a prize draw at The Ring. He is soft-spoken and shy, mostly sticking to the edge of the dancefloor.	Commoner
Amihan [they/them]	Horse	Amihan is a teenage human from the Runnel. They stole their father's ticket when he won the lottery for the ball. They believe that if they make the right connections here, their whole life will change for the better.	Commoner

UNLEASHING THE INNER BEASTS

Just before midnight, servants begin distributing *bloodmoon berries** to the Bearon's chosen guests. They do so subtly, aiming not to draw attention to themselves. Creatures with a passive Perception of 18 or higher notice the servants handing out the berries and exiting the ballroom through the door to the right of the throne. The servants lock this door behind them.

When the aristocrats (**nobles**) and **the Bearon*** eat *bloodmoon berries**, they transform into their inner beasts. While transformed, the aristocrats each use the statistics of a beast, and the Bearon uses his bear form.

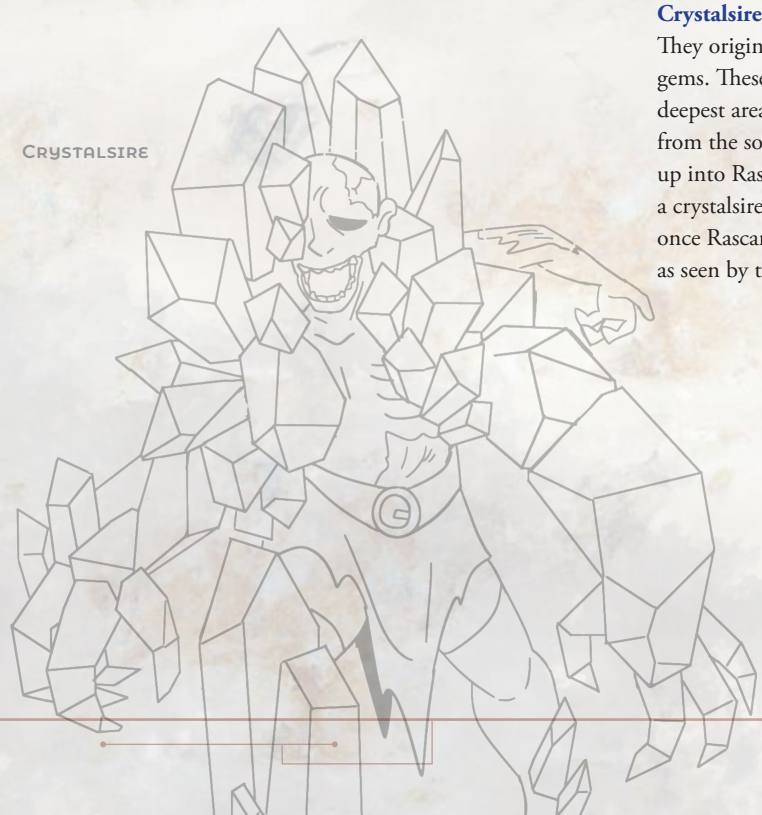
CRYSTALSIRE ATTACK

Under the cover of the chaos as the nobles attack the unsuspecting guests, Sir Belmont will attempt to push the throne aside, releasing six **crystalsires*** into the ballroom. Usually, the crystalsires attack all living things indiscriminately, but they are particularly drawn toward solar crystals due to their immense power. If a creature is carrying a solar crystal in a *bag of holding* or similar item, the crystalsires will be drawn toward its energy and focus their attacks on them.

CONCLUSIONS

If the Bearon is not defeated by either the party or the crystalsires, Belmont blames the disruption on the party. The next time the party visits Rascam, there are wanted posters bearing their likenesses. Some townspeople are enticed by the 500 gp reward for each party member and will try to trick the party into trusting them. Each time the party visits a new settlement in the Bellowing Wilds, roll a d20. On a result of 10 or higher, the Bearon has told one of his connections in that location that he wants the party captured and delivered to him. The Bearon continues to host his deadly parties.

If the party defeats the Bearon, Belmont takes over and claims the title of Baron Belmont. His rule is scarcely better than the Bearon's was. His decisions are notably erratic, sometimes displaying great mercy and other times great cruelty. This inconsistent attitude extends to the party who he will sometimes treat as honored guests and other times as a nuisance.



Crystalsire

Avery Howett

AUTOMATON FACTORY

In the days of the foreclaimers, this facility was used to manufacture all manner of automatons. Before Xanu turned them against their creations, automatons were deployed to assist foreclaimers across Stellandi and beyond.

In the centuries since the foreclaimers' disappearance, the keep of the city of Rasacam was built above the factory. The Bearon knows of the facility's existence, but the dangerous zombie-like crystalsires that lurk within have prevented any investigation of the site.

Exploring the Automaton Factory

The Automaton Factory has the following features unless otherwise noted:

- Lighting. The areas controlled by the Bearon's forces are well-lit with magical lanterns. The caves, tunnels, and areas occupied by the crystalsires are unlit.
- Locked Doors. Locked doors can be picked with a DC 18 Thieves' Tools check or broken down with a DC 20 Strength (Athletics) check.

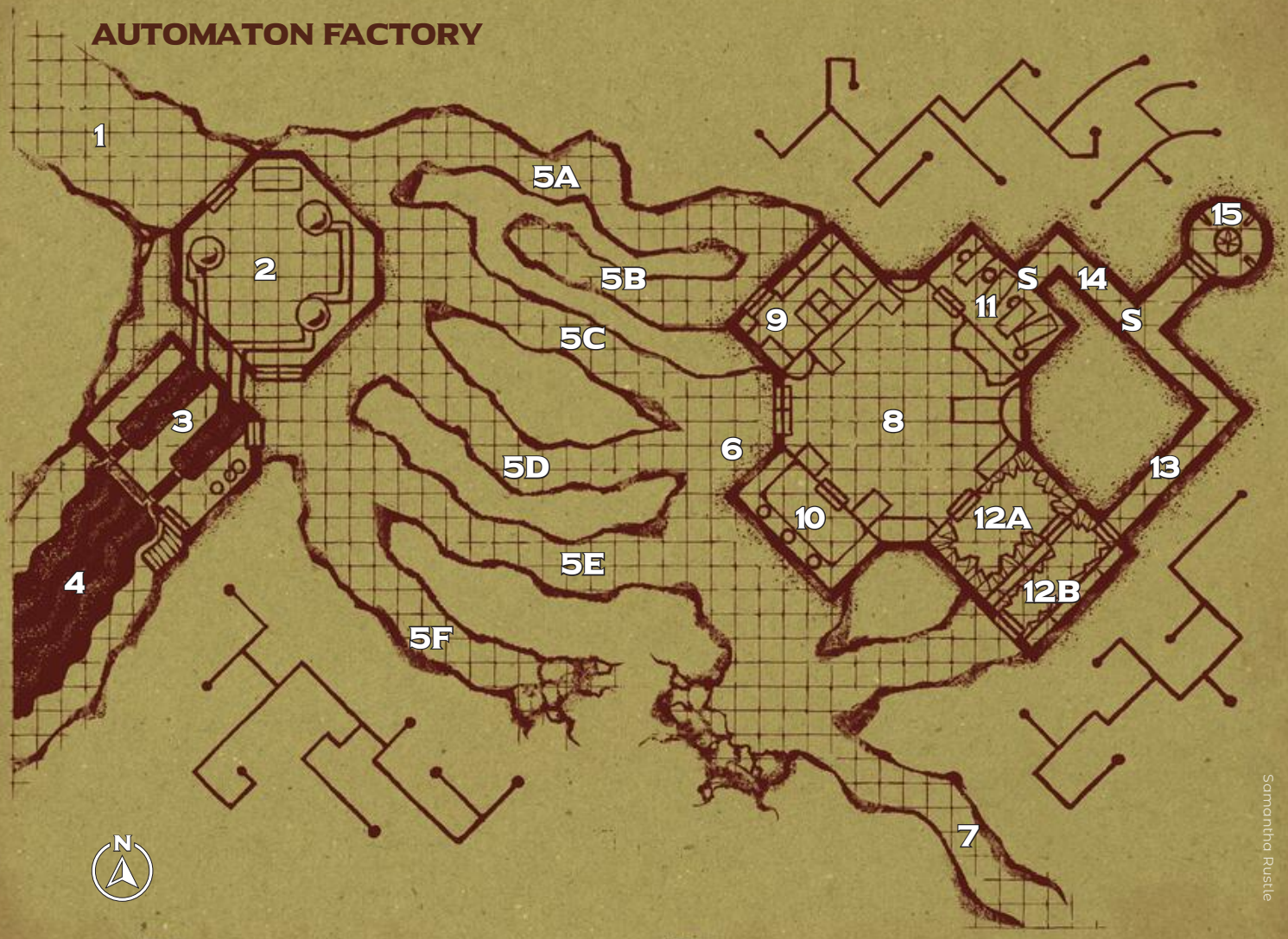
WHAT LURKS IN THE AUTOMATON FACTORY?

BEARON'S WORKFORCE

The Bearon's underground workforce includes **guards**, **alchemist dabblers***, and workers (**commoners**). The alchemists use the lab to produce drugs, the workers move cargo to and from the lab, and the guards defend the operation from infiltration. The guards are generally loyal to the Bearon and will attempt to apprehend any intruders. The alchemists will join the fight if combat breaks out. However, if death seems likely, they will surrender rather than fight to the death. The workers will only fight to defend themselves—they don't get paid enough to deal with this QUACK.

CRYSTALSIRES

Crystalsires* are a combination of parasitic crystals and corpses. They originated here as a result of foreclaimer research into soul gems. These shambling half-stone half-flesh monsters occupy the deepest areas of the facility. They are drawn to the power emanating from the solar crystal in area 14, which has kept them from moving up into Rascam so far. If a living creature gets within 60 feet of one, a crystalsire will be drawn to hunt it instead. Most crystalsires were once Rascam guards, but others are formed from far older corpses, as seen by the tatters of their old-fashioned clothing.



AREAS OF THE AUTOMATON FACTORY

The following areas correspond with the **Automaton Factory** map.

1. ENTRANCE FROM THE KEEP

The stairs hidden under the throne in the Bearon's ballroom emerge into a 15-foot wide rough stone tunnel that leads to area 2. Two **guards** who are loyal to Belmont are stationed at the entrance to area 2.

2. ALCHEMY LAB

> Three alchemists dressed in protective equipment are hard at work, stirring huge bubbling vats and packaging unknown substances into discreet packages. The air is thick with an eye-stinging mixture of smells. Gruff-looking guards wearing the Bearon's colors are playing cards at a small table near the far door.

This ancient foreclaimer building has been converted into an alchemical lab to produce the drugs that the Bearon sells to the people of Rascam. Three **alchemist dabblers*** are working the lab, overseen by four very bored **guards**. If combat breaks out, the alchemists will join the fight but will surrender if death seems likely.

Doors. A door in the northwest wall leads to area 1. A door in the south wall leads to area 5.

Pipes. Two 10-foot diameter pipes carry alchemical waste from area 2 to area 4 for processing and disposal. They run along the ground between areas 2 and 3.

3. WASTE DISPOSAL AREA

The waste created by the alchemical process is pumped here, processed, and dumped into the sewers. There are four workers (**commoners**) stirring large rectangular vats with long-handled paddles while three **guards** oversee the operation.

Alchemical Waste. Any creature that comes into contact with the waste in the vats must make a DC 15 Constitution check to resist the powerful magical waste. On a failure, a creature takes 7 (2d6) acid damage and must roll on the **Chaos Surge** table (see **Appendix E**)

Doors. An unlocked door in the east wall leads to area 5. A locked door in the southwest wall leads to area 4.

4. SEWERS

The channel of brown sewage has an unnatural orange sheen and froths with bright green foam. On either side of it, the narrow walkways and rough walls are slick with glowing algae. A blocky stone building is built above the stinking river. Foul sludge pours from two pipes into the foul waters below. On the right, steps rise up to a heavy metal door.

This is the entrance that leads from the sewers of Rascam to the Automaton Factory. Beyond, the twisting sewer passageways lead throughout the Keep District. The sewers beyond this point are filled with **black puddings**, **violet fungus**, **swarms of rats**, and **gray oozes**. They are illuminated with dim light from bioluminescent algae altered by the magical waste. From here, a successful DC 17 Wisdom (Survival) check is required to find a route up and out to the surface.

Wastewater Flow. The main channel of the sewer is a mighty flow of effluence from the city, mixed with the alchemical runoff from areas 3. Slippery 5-foot wide ledges run along either side of the sewer canal. Creatures that move 30 feet or more along them on their turn must make a successful DC 13 Dexterity check to keep from slipping into the wastewater. Creatures that fall into the water must make a DC 15 Constitution saving throw. On a failure, roll on the **Chaos Surge** table as the creature is overcome by the chaotic magic caused by the alchemical waste (see **Appendix E**).

Wildlife. A **black pudding** clings to the wall of the sewer 15 feet from the bottom of the stairs, appearing like a Large patch of black mold. It attacks any creature that walks underneath it.

Entrance to Area 3. A short flight of stairs leads up to a locked metal door.

5. CAVERNS AND TUNNELS

The natural formation of the cavern and its tunnels are intact for the most part, winding and wrapping quickly out of view.

The five tunnels leading away from the Bearon's alchemy operation are 10 feet at their widest points and 5 feet wide at their narrowest. They all slope downward from east to west.

5a. Dianisa [she/her], a drow **guard,** is patrolling this tunnel and checking it for any crystalsire encroachment. She works comfortably in the darkness of the tunnel, marking crystal deposits that have grown on the walls with white paint for later removal. This tunnel leads to area 9.

5b. This tunnel from area 9 is a dead end. A **mimic** in the form of a small treasure chest waits at the end of the tunnel. The mimic wants to be carried to a better hunting ground, so if it is picked up it won't reveal itself unless someone tries to open it.

5c. This tunnel leads to area 6. It is overgrown with a patch of eight **violet fungi**.

5d. A curious adolescent **goblin**, Plunky [he/him], has been caught sneaking in this tunnel around by two Rascam **guards**. They are dragging Plunky back towards area 3 as he struggles to get free and whimpers a prayer in Goblin to Nothing for deliverance from abovegrounders. This tunnel leads to area 6.

5e. A guard was killed here while trying to herd crystalsires up into the ball on Belmont's orders. His corpse lies in the tunnel but rises as a **crystalsire*** if any living creature approaches within 10 feet. This tunnel leads to area 6.

5f. This tunnel collapsed long ago. Mangled parts of a broken-down automaton are visible within the rubble. They can be retrieved by spending at least 10 minutes shifting the fallen rocks, revealing half of a metal head that resembles a triceratops. This is a broken watcher automaton.

6. ANCIENT PLAZA

During the time of the foreclaimers, this area was the exit through which newly produced automatons would be brought out from the factory (area 8). It was one of the most heavily damaged areas during Xanu's Decimation. A large cave in blocks the way to tunnel 5f and the way out to the surface.

Factory. The outside of the Automaton Factory can be seen from here. A few traces of the angular foreclaimer architecture remain jutting out from the natural rock formations, but the walls are damaged and worn by time.

Access Points. From here, area 8 can be accessed through the double doors to the north. Area 12b can be accessed through the locked door to the east. The tunnel to the southeast is area 7.

7. RIVER ENTRANCE

This tunnel leads to the Forsaken River. After 50 feet, it narrows to be only 5 feet high and 5 feet wide. The 200 feet from where the tunnel narrows to the exit is completely flooded with murky water, causing the tunnel to be lightly obscured. The flooded section is filled with 2d4 **swarms of quippers**. The tunnel emerges underwater in the riverbank under the shadow of Rascam Keep.

8. AUTOMATON MANUFACTURING ZONE

This octagonal hangar was the heart of foreclaimer automaton manufacturing. It can be accessed through the double doors from area 6 or by entering through areas 12b and 12a. The hangar is 55 by 50 feet at its widest points. Workbenches and broken machinery rest against the walls. Due to the threat of crystalsires, the Bearon's forces have not dared enter.

Ancient Machinery. A deactivated **watcher*** lies in the center of the room. The automaton will reactivate if any creature dies within 60 feet of it, though it only has 93 hit points when it does so. If it reactivates as it was only half-finished, the watcher attacks all humanoid creatures until it is defeated.

Door to Area 10. This door is unlocked and stands open.

Door to Area 11. This door is unlocked. It bears three large scratches. A successful DC 14 Intelligence (Investigation) check reveals these were made by metallic claws, not a crystalsire.

Door to Area 12a. With a successful DC 16 Wisdom (Perception) check, tiny magenta crystals can be spotted growing around the edges of this door. The other side is covered completely in crystals, causing the door to be stuck shut. It can be forced open with a DC 18 Strength (Athletics) check.

9. AUTOMATON RESEARCH LAB

This room was used for drafting up new automaton designs. It is less heavily damaged than the other areas. Abandoned foreclaimer papers lie on the wide desks. The door to this area from areas 5a and 5b is unlocked.

Helpful Automatons. Three deactivated **fixers*** are neatly lined up on one of the desks. Each automaton will reactivate if any creature dies within 10 feet of it as it absorbs the soul with its soul gem. When reactivated, the fixers are non-hostile.

Schematics. Automaton schematics detailing the soul gems and mechanisms are neatly filed. Useful general information about automatons and the fact that they are powered by the souls of creatures killed near them can be gleaned from them with a DC 18 Intelligence check. Creatures who understand Stelkin have advantage on this check.

10. SOUL GEM CALIBRATION CHAMBER

A wide lab bench runs around three sides of the room. On the widest side are three arcane devices set into the bench. These were used to prime soul gems before they were placed into automatons. An uncharged soul gem sits in the center one.

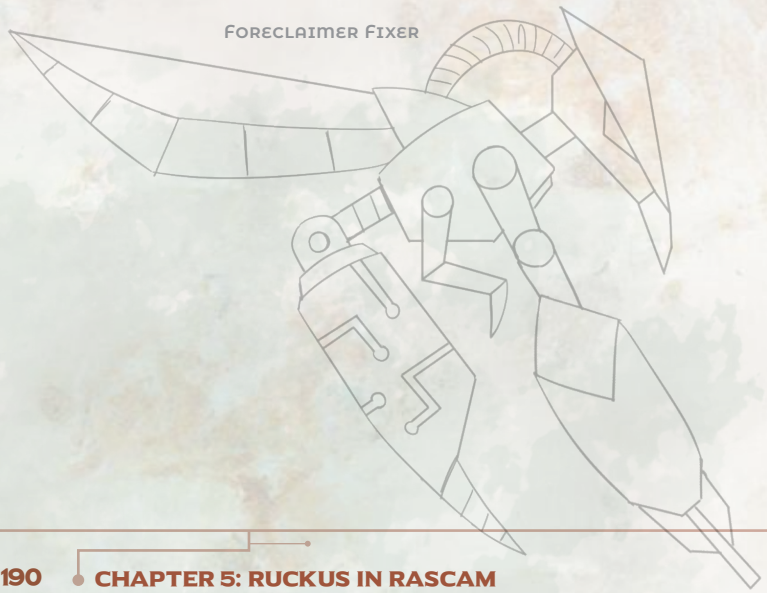
These machines can be used to release souls trapped in soul gems by succeeding on a DC 18 Intelligence (Arcana) check to correctly adjust the settings. A soul gem that has its souls removed in this way no longer functions as a soul gem, becoming inert and non-magical.

11. SOUL GEM RESEARCH LAB

> Huge claw marks and dents cover the walls and furniture. Desks and chairs appear to have been pushed around in a panic. Shattered crystals and torn paper are scattered across the floor.

Ruined Research. This lab was used by foreclaimer scientists investigating the properties of soul gems. Fragments of sturdy foreclaimer paper and data storage crystals remain but are too damaged to be interpreted.

Secret Door. On the rear wall of the room, a wall carving conceals a secret door. The carving depicts a foreclaimer lifting up a spark of light toward a large gem as other foreclaimers stand around them. Pressing the gem causes the secret door to open, revealing the secret passageway (area 14), which leads to area 13.



Foreclaimer Fixer

12. CRYSTAL RESEARCH LABS

These two adjoining rooms are the site of the original crystalsire outbreak.

12a. FIRST CRYSTAL RESEARCH LAB

This area is covered with overgrowths of crystalsire crystal.

> Dark magenta crystals, glimmering with terrible beauty, cover every surface. Some clumps move jerkily, revealing they are humanoid bodies with crystals shining in the cracks in their skin.

Crystalsires. There are three **crystalsires*** here, camouflaged among the other crystals. They attack any living creature they can sense. These crystalsires are among the oldest, dating back to Xanu's Decimation when the automatons broke the crystalsire containers, dooming the foreclaimers working in this lab. The crystalsires will join combat in area 12b if it breaks out.

Doors. The door to area 8 is completely covered in crystals. It can be forced open with a DC 18 Strength (Athletics) check. An unlocked door leads to area 12b.

12b. SECOND CRYSTAL RESEARCH LAB

This area is also completely coated with crystalsire crystal.

> This research laboratory is rendered in crystal, complete with furniture and lab equipment entirely overgrown with a sparkling magenta layer.

Crystalsires. Two **crystalsires*** lurk here. These crystalsires will join combat in area 12a if it breaks out.

Doors. The locked door to the south leads to area 6. The door to the north stands open and leads to area 13. An unlocked interconnecting door leads to area 12a.

Power crystals, solar crystals, soul gems, *Xanu shards**, crystalsires—What can I say? I like crystals that can kill you!

13. CRYSTALSIRE CORRIDOR

This 10-foot wide hallway is covered floor to ceiling in magenta crystals. Large outcroppings of magenta crystals block the view ahead. A shuffling and scraping sound comes from ahead.

This corridor extends 30 feet before turning sharply left, continuing for another 30 feet, and then turning right for 20 feet to area 15. It is overrun with seven **crystalsires***. They are clustered in the last 40 feet of the corridor as they are drawn toward the solar crystal in the Power Room. The crystalsires are highly aggressive to any living creature that enters the corridor.

Immobile Crystalsires. Along the length of the hallway, there are several large blocks of magenta crystal, formed from crystalsires that are so old and overrun with crystals that the bodies they animate can no longer move. These crystals provide half cover and are spaced every 15 feet along the corridor.

If an immobile crystalsire takes any amount of thunder damage, it shatters, and each creature within 10 feet of it must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 10 (4d4) piercing damage and must succeed on a DC 15 Constitution save to resist being infected with crystalcrosis.

Avery Howett

Secret Door. A wall carving of two foreclaimers placing a crystal into the head of a T-Rex conceals a secret door in the wall. Pressing the crystal causes a 5-foot-wide section of the wall to sink into the ground, revealing a secret passageway that leads to area 11.

Overgrown Door. The door to area 15 is overgrown with thick magenta crystalsire crystal. This crystal can be attacked (AC 15; hp 50; resistance to slashing damage, immunity to poison damage, and vulnerability to thunder damage.) If there are any remaining crystalsires in the hallway when the door is opened, they rush towards the Power Room and attempt to touch the solar crystal inside.

14. SECRET PASSAGEWAY

This passageway contains the bones and dull power crystal of a long-dead foreclaimer and the deactivated **charger*** that killed them. The bones crumble away to dust if disturbed.

Both secret doors to areas 11 and 13 are obvious when viewed from within area 14 and can be opened by pulling wall-mounted levers.

15. POWER ROOM

Solar Crystal. The solar crystal powering the factory is firmly clamped inside its metal cradle in the middle of this 10-foot radius circular room. Removing the crystal has no effect on the rest of the factory, as the power flow had long since been disrupted by the crystalsires outside.

Solar Powered Crystalsires. If any crystalsire succeeds in touching the solar crystal, it becomes infused with massive amounts of energy. The crystalsire instantly regains 10 (3d6) hit points, and its attacks become infused with radiant energy, dealing an extra 7 (2d6) radiant damage on a hit.

Release Levers. There are three levers located on three of the walls. They must be pulled down simultaneously to release the clamps holding the solar crystal in place. The levers are stiff and can be pulled down with a DC 12 Strength (Athletics) check. If a creature lets go of a lever, it springs back into the upright position unless at least 20 pounds of pressure is applied to it.

CONCLUSIONS

If the solar crystal is removed, any remaining crystalsires wander away from the factory without the crystal's draw, emerging into Rascam above and causing havoc and becoming a major problem in the city unless they are eradicated.

If the party gives the crystal to Jack, he is overjoyed. He lets them know that the real reason he is collecting these crystals is that he believes that he has found a way to reopen a portal to wherever the foreclaimers went. He asks the party to be on the lookout for any other sites that might contain solar crystals. Jack will continue his own research and contact the party if he finds any more information.

If the crystalsires are destroyed, the current ruling faction of Rascam, whether that be the Bearon, Belmont, or another group, sends expeditions into the cleared site to gather as much foreclaimer technology as they can.

If Tex survived the Bearon's Ball and the party disrupted or destroyed the drug manufacturing alchemy lab, he rewards the party with an ornate spellbook with gilded pages. It contains the following spells: *bass ackwards**, *conjure potion blooper**, *dreamscape**, *phantasmal killer*, *red death rune**, and *secret chest*.

If the party did not disrupt the alchemy lab, but the Bearon is no longer in power, Tex redirects his efforts to convince whoever next takes power to stop the production and distribution of harmful substances rather than profiting from them like the Bearon did.

LEVEL UP

If the party successfully completes this chapter, they level up.

CRYSTALSIRE

Patrik Hell

CHAPTER 6
GOLD, GREED, AND GRESH

If the characters choose to visit Hero's Ascent, they must first pass through the destroyed town of Lei'Sha and travel up through the volcanic Felsen Mountains. This chapter covers the journey to Hero's Ascent and what the party finds when they arrive. Upon reaching Hero's Ascent, the party has a choice to either try to defeat the tyrant Gresh or ally with her.

Whether you're with **Gresh*** or against her, you're gonna get burned.

Before running this chapter, read the entries on **Lei'Sha**, **Hero's Ascent**, and the **Felsen Mountains** in **Exploring the Bellowing Wilds**.

THE WEEPING TREE'S LAMENT

The Road to Hero's Ascent winds through the ruined town of Lei'Sha. It stands as a grim warning to those who would oppose Gresh's power.

> A faint smell of charred flesh lingers in the air around the ruins of Lei'Sha. Stones blackened with decades-old soot jut from the ground like rotten teeth. In the center of the ruined town is a single huge tree. Its branches are covered in scraps of colored ribbon and trinkets. The tree is half uprooted, roots sticking into the air. Its branches writhe like an injured animal. Cracks along the trunk weep a viscous red sap. A red-scaled lizardfolk is standing a safe distance from the flailing branches and roots. Her arms are crossed as she stares at the damaged tree.

John Derek Murphy

ROLEPLAYING SNARLKIRK, LAST LIVING LIZARDFOLK OF LEI'SHA

Snarlkirk [she/her] is the **lizardfolk** owner of The Lasthouse Inn, the only building in the ruined town. She is the last surviving resident of Lei'Sha and guards her home fiercely. She was only a child when Gresh burned the town and her clan.

Ideal: "I will keep the memory of my people alive."

Bond: "I was born in Lei'Sha, and I will die in Lei'Sha."

Flaw: "I care more about the past than I do about the present."

HELPING THE WEEPING TREE

Snarlkirk tends to the Weeping Tree as a memorial to those who died here when Gresh incinerated the settlement. The earthquakes shaking the region have toppled the tree. Snarlkirk knows that the tree being uprooted like this will cause it to die a slow and painful death. The tree isn't usually aggressive unless someone approaches it with ill intent. But now, it's in agony and lashing out at everything and anything that comes near it.

Request. Snalkirk wants the tree to be re-rooted, but she hasn't the skills or strength to do it alone. While she has little in the way of money as she prefers to barter rather than use gold, Snarlkirk will trade a *bag of tricks* (tan) and free lodgings at her inn in exchange for help getting the tree back into its proper place.

The Weeping Tree stands in the center of a 20-foot-diameter cleared area in the middle of the old settlement. The ground surrounding this clearing is difficult terrain as it is strewn with charred remnants of broken buildings. Half the tree's roots have been ripped out of the earth, and the tree is leaning at an angle.

The Weeping Tree has the following properties:

- It is Huge.
- It has an AC of 1 and 200 hit points.
- It has resistance to fire damage and vulnerability to slashing damage.
- Its flailing branches and roots are very dangerous. Whenever a creature enters the area within 10 feet of the tree or starts its turn there, the creature must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 13 (2d12) bludgeoning damage and is pushed 15 feet away from the tree, landing prone.
- If characters communicate with the Weeping Tree with spells such as *speak with plants* or similar magic, they understand that the rustling of the tree's leaves is actually a litany of lizardfolk names, a list of the dead folk of Lei'Sha. The song is mournful and haunting.

Re-rooting the tree requires immense physical or magical force to tip it back into position. Making three successful DC 18 Strength (Athletics) checks will move it back into position. Successfully attaching any kind of pulley or lever system to the tree or using appropriate magic to calm it grants advantage on these checks.

Snarlkirk helps the party with any plan that does not damage the tree. If the party harms the tree, Snarlkirk becomes hostile.

Rewards. If the party is able to re-root the Weeping Tree, the tree's thrashing calms. Snarlkirk is grateful in her cold and gruff way. She gives the party the *bag of tricks* as promised. She also suggests that they take one of the trinkets from the tree as a memento as long as they agree to leave a trinket of their own in its place.

TRINKETS ON THE WEEPING TREE

d6	Trinket
1	An empty *cager box** with the name 'Miss Puffkin' carved into its lid.
2	A spellbook covered in green slime. It contains the following spells: *bass ackwards**, *conjure potion blooper**, *dream delivery**, and *magic mouth*.
3	A *potion of diminution* in a leather flask.
4	A *vicious greeting card** addressed to Gresh.
5	A silver and emerald necklace worth 300 gp.
6	A set of iron manacles marked "Property of Rascam Jail."

For additional Weeping Tree trinkets, see **Exploring The Bellowing Wilds**.

THE ASCENT TO HERO'S ASCENT

From Lei'Sha, the road to Hero's Ascent winds up out of the jungle and into the volcanic landscape of the western Bellowing Wilds. The thick foliage gives way to red and brown rock. Geysers and clouds of poisonous gas are common. The air is hot and dry. The main road is well traveled by Gresh's tax collectors, the Gilded Goons, who come and go on her orders.

MOUNTAIN OF MAYHEM

In order to get to the town of Hero's Ascent at the mountain's summit, the party must travel a perilous passage that winds through the volcanic **Felsen Mountains**, avoiding pitfalls along the way.

> A narrow dirt road snakes into the mountains, twisting its way between jagged spines of rock and across sheer precipices. The air here is dry, sweltering, and filled with eye-stinging ash.

Earthquakes occur frequently and without warning along the trail, as the recent quakes in the Bellowing Wilds have agitated the active volcano, making the pathway to the top even more dangerous than normal. A few hours travel from Hero's Ascent, the party comes across Gresh's forces in dire trouble.

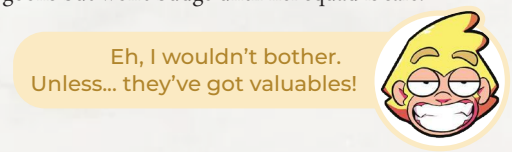
> An ominous rumbling in the earth shakes the mountain violently, sending stones tumbling down with a clatter. Screams follow shortly after, echoing from just up the road.

A patrol of ten **gilded goons*** returning to Hero's Ascent has been caught in a lava flow unleashed by the quake, and 1d6 of them have already fallen into the lava to their deaths. One of the survivors, a tiefling Captain named Authority [she/her], shouts to the party. She needs help coordinating a rescue.

The 60-foot wide lava flow covers the road, but a series of stepping stone stones form a pathway. A creature can hop across with a DC 12 Dexterity (Acrobatics) or Strength (Athletics) check. Failure means the creature must succeed on a DC 14 Dexterity saving throw to maintain its balance, or fall into the lava and take 78 (12d12) fire damage. The craggy terrain also provides many solid holds for grappling hooks on either side of the lava flow.

Lava Flood. The slow-moving flood of lava is rising, and after 5 rounds, it completely covers all exposed stones. On initiative count 1 (losing initiative ties), the lava rises, and all ability check DCs to jump across the lava increase by 2. A creature that starts its turn within 5 feet of the lava takes 5 (1d10) fire damage from the unbearable heat.

Help or Don't. The remaining gilded goons are trapped on a small island 20 feet up the mountain, completely encircled by lava. It requires a successful DC 16 Dexterity (Acrobatics) or Strength (Athletics) check to leap to or from this island to the other side of the lava flow. After 5 rounds, the island will sink into the lava. The goons are too nervous to make the jump, and Authority won't abandon her squad. Gilded goons can be coaxed to jump with a DC 16 Charisma (Persuasion) check. Authority will help with any plan the party has to rescue the goons but won't budge until her squad is safe.



ROLEPLAYING CAPTAIN AUTHORITY

Captain Authority—Thora to her friends—is a plump middle-aged tiefling **gilded goon*** with violet skin, golden eyes, and long dark blue hair that she keeps in a sensible bun. Gresh promoted her to the rank of captain for her sharp mind and keen sense of duty.

Ideal: "My duty to Gresh and my squad comes first."

Bond: "Gresh took me in and gave me a purpose. I'll serve her to the bitter end."

Flaw: "I'll put myself in harm's way to get the job done."

CONCLUSIONS

If the party helped rescue the gilded goons, they earn the squad's respect. If Authority is alive, she will personally vouch for them with Germain Gildstrike, Gresh's head minion, after they arrive in Hero's Ascent, and will personally cover the cost of their stay in town as thanks.

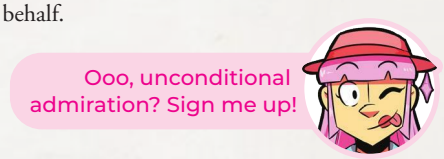
If the party abandons the gilded goons, there is no direct ill effect. However, if they arrive in Hero's Ascent, they will encounter the mourning family members of the goons who they let die.

ARRIVING AT HERO'S ASCENT

Entrance. The entrance to Hero's Ascent is marked by enormous golden gates that stretch 20 feet high. At the top of the gates is a massive golden model of the dragon Gresh. The statue's head stares down at all who dare enter the heart of her domain, and two massive clawed hands have an enormous bell suspended between them.

Guards. The gates are guarded by two **gilded goons***, an even-tempered half-orc named Emil [he/him] and fearless half-elf Radhika [she/her]. They demand to know the purpose of every visitor coming to Hero's Ascent. They also collect the entry tax of 1 gp per visitor.

Heroes' Arrival. If the guards realize that the party is a group of adventurers, they pull a chain attached to the gate that causes the huge bell at the top of the gate to ring. This is a sign to the town that heroes have arrived. Hero's Ascent bursts into life; people rush out of the buildings to see the heroes, betting begins on how long they will survive, and the whole town takes on a festive atmosphere. The party is greeted cheerfully by all the townspeople, who encourage them to hurry upward toward Gresh's palace and their inevitable doom. The town's leader Germain Gildstrike [he/him], a gold dragonborn (**half-red dragon veteran**), seeks the party out to welcome them personally on Gresh's behalf.



Casual Arrival. If the guards don't conclude that the party are adventurers here to slay Gresh, then they let the characters into Hero's Ascent once they have all paid the entrance fee of 1 gp. Inside, the townspeople are courteous but not enthusiastic about the party's arrival. Germain Guildstrike seeks out the party but watches them from a distance. He knows that adventurers sometimes bluff their way past the guards and doesn't want to fail in his duty to alert Gresh to the presence of heroes (or miss out on a chance to bet on their demise).

Onward and Upward. From the gates, the main road through Hero's Ascent switchbacks up toward Gresh's Palace, which looms over the town. Hero's Ascent has been less affected by the earthquakes than many other settlements in the Wilds. As it is so close to an active volcano (and home to a fickle dragon), the town has experienced many earthquakes and disasters in the past. Therefore, the buildings are designed to withstand tremors and be easy to repair if they are damaged. A few homes and stores have collapsed, but the townspeople are already raising them again. These buildings are built into the side of the mountain, and many can only be accessed by ladders and suspended walkways.

ROLEPLAYING GERMAIN GUILDSTRIKE

Germain is a young, brash gold dragonborn. He speaks with a booming voice and is very boastful. Gresh selected him to be the leader of Hero's Ascent because Germain displays fawning adoration for her. Despite his tendency to bully his fellow citizens, Germian is not openly disliked in Hero's Ascent, who are mostly glad they don't have to talk directly to Gresh as often as he does.

Greedy Toady. Germain has a lust for gold second only to Gresh. He shows off his wealth and high status openly, wearing golden jewelry crafted by the finest gold shapers. He also loves to gamble and will place a wager on almost anything.

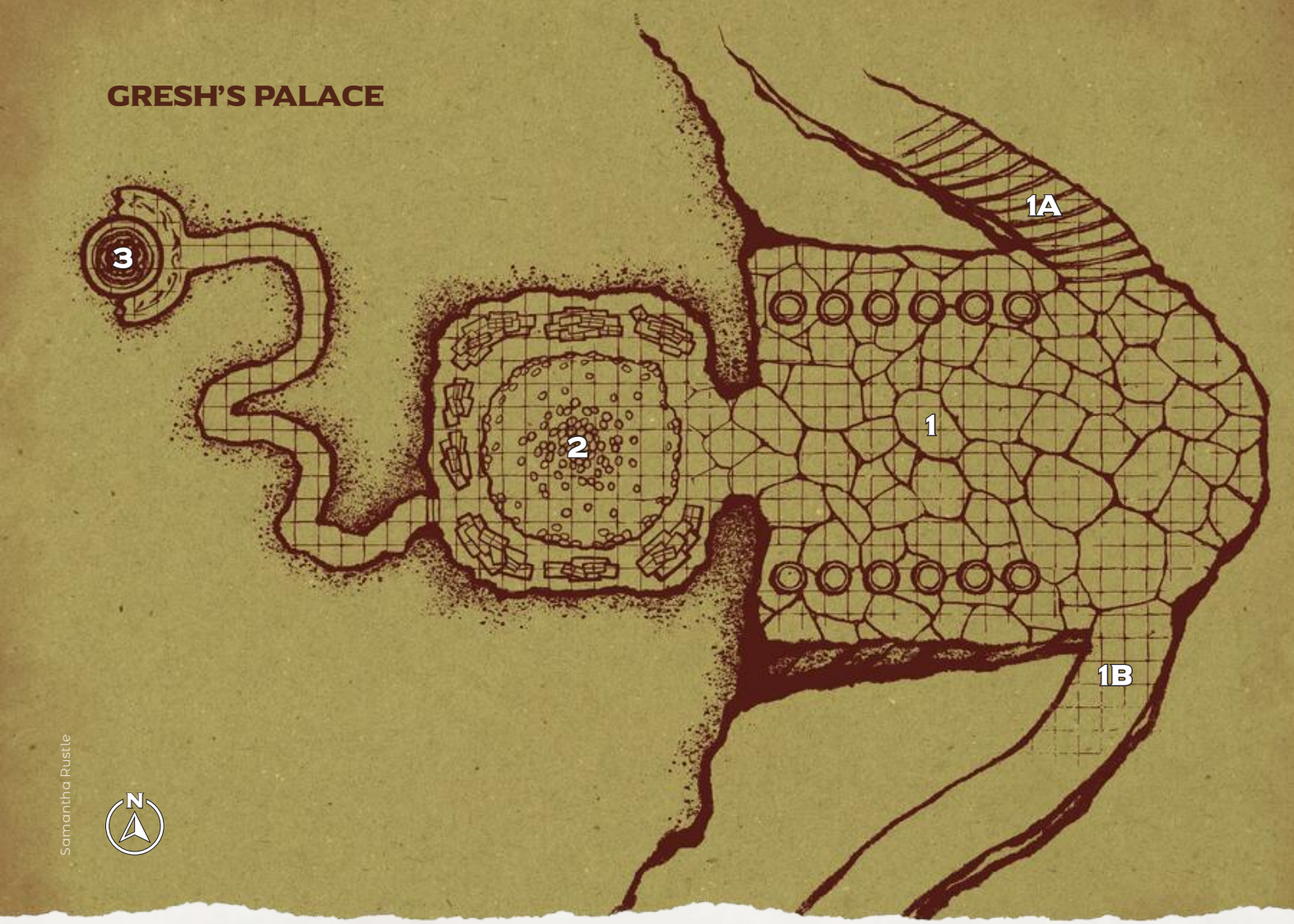
Friendly-ish. Germain is happy to see heroes arrive to challenge Gresh; it's a chance to make some bets and see Gresh kick some hero-ass. Should anyone gain more of Gresh's favor than he has, Germain will scheme against them, hoping to ruin their reputation in the dragon's eyes. He has a jealous rivalry with Mek'Sass, Gresh's other favorite minion, and he works to undermine her whenever he gets the chance.

Golden Schemes. Germain is one of the only people who know Gresh's true intentions for the huge hoard of gold she is amassing. He believes that her plan to use the gold, magic, and the power of the volcano to be reborn as a gold dragon will work.

Ideal: "I will use the power Gresh has given me to shape Hero's Ascent to her liking."

Bond: "I adore Gresh, her strength, her power, her hoard."

Flaw: "If someone offers me a chance to gamble, I always take them up on it."



GRESH'S PALACE

Gresh's palace is built at a dragon's scale. Everything is designed to show off Gresh's power and wealth. It has three main sections; a wide courtyard called the Hall of Dragonfire where Gresh can take off and land, an inner cave where Gresh can rest atop her hoard of gold, and a volcanic chamber. From the highest point in Hero's Ascent, a winding golden road leads up to the Hall of Dragonfire.

The following areas correspond with the **Gresh's Palace** map.

1. THE HALL OF DRAGONFIRE

At the top of the golden road, a huge courtyard juts out from the volcano. The space is flanked by rows of gold pillars. Dragons with emerald eyes are shaped into the pillars, and the floor is made from golden slabs. A green dragon adorned in golden armor lounges in front of a cave entrance at the far end of the courtyard as a small figure kneels nearby.

Gresh* is inspecting the work of a nervous **gold shaper***, Adeola [she/her]. She is a gnome who wears her hair in thick blue braids. Adeola has made a brazier from gold, designed so that the fire it holds sits in the sculpted dragon's open jaws. She wrings her hands as she waits for Gresh's opinion of the work. Gresh is enjoying making the gold shaper anxious and is drawing out her critique.

1a. Stairs Up from Hero's Ascent. The Hall of Dragonfire can be accessed by a long and winding staircase that links Gresh's Palace with the town of Hero's Ascent below. The climb is arduous, and creatures who climb the stairs must succeed on a DC 12 Constitution saving throw when they reach the top or gain one level of exhaustion.

1b. Fool's Descent. Opposite the entrance to the Hall of Dragonfire is a 20-foot wide golden slide that leads down the mountainside to the moat of bones at the bottom. Gresh or her minions fling the bodies of defeated adventurers onto this so that the people of Hero's Ascent can enjoy watching them whizz down through the town.

Creatures or objects on the slide travel at a pace of 100 feet per round downward. The total slide system is 4,000 feet long. While sliding, creatures can make a DC 15 Strength (Athletics) check, bracing themselves and stopping their descent on a success. Creatures or objects that move all the way down the slide land in a 20-foot-deep pit of bones and corpses, and creatures must make a DC 14 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save or half as much damage on a success. The pit of bones is difficult terrain, and if a creature moves more than 10 feet through the pit, it must succeed on a DC 13 Dexterity saving throw or take 5 (2d4) piercing damage.

ROLEPLAYING GRESH

Gresh is the green dragon ruler of the Bellowing Wilds. She considers herself superior to all humanoids but is insecure as she is smaller and weaker than most other dragons.

Gresh's Goals. Gresh mistakenly believes that her weakness comes from being a slender green dragon. She wants to transform herself into a gold dragon, which she believes will earn her the power and respect she deserves. She has already begun this process by having Mr. Wizardly magically change her breath weapon from her natural poisonous gas to hellfire, a fire that burns so hot that it can bypass resistance to fire damage. Gresh plans to complete her transformation through a ritual that Wizardly has devised. The ritual requires a magic circle made of pure gold to be laid around the mouth of the volcano. She has set her captive gold shapers to create this circle in The Volcanic Chamber (area 3) near the volcano's peak. Once the circle is complete, Gresh plans to dive down the volcano's shaft, believing that she will be reborn as a gold dragon in a mighty eruption. In truth, even the powerful Mr. Wizardly is unsure whether this ritual will work or will just turn Gresh into a smear of ash.

What Gresh Knows. Gresh knows that the earthquakes are linked to whatever Quinn-Ora in Alchemist's Quarry is doing, but she does not know the specifics. She is concerned by how the tremors are upsetting her domain and making people less willing to pay their taxes. However, she will not go to Alchemist's Quarry herself as she fears Quinn-Ora and how losing to the Splicer warlock would undermine her reputation.

Gresh's Concerns. If the party encounters Gresh after the dire tarrasque has escaped, Gresh is highly concerned. Destroyed settlements don't pay taxes. Gresh knows that she is not strong enough to take on the tarrasque head-on, but she can be convinced to aid the party by luring it away from settlements.

Ideal: "Gold is power."

Bond: "The Bellowing Wilds is mine."

Flaw: "I am deeply insecure because I compare myself to other dragons."

Garb of Gresh

ALLYING WITH GRESH

If the party tries to ally with Gresh, she entertains the idea as she is also concerned by the earthquakes. However, she demands that they prove their strength in combat. She calls for **Mek'Sass***, who slithers out of the cave (area 2), to fight as her champion. If the party has already killed Mek'Sass, Gresh calls for Germain Gildstrike (**half-red dragon veteran**) instead. The dragon demands that the party show her their worth in combat.

If the party defeats Gresh's champion, she is impressed. She offers them a position with her forces and presents each party member with a *garb of Gresh** to wear as a symbol of their new alliance. If the party refuses to wear these golden cloaks, Gresh won't accept their alliance.

As an ally, Gresh is fickle. She will not tolerate anything other than absolute respect from those she considers her minions. However, she will also not tolerate disrespect toward her minions by others. She will help the party as long as their goals align with her own. Gresh wants to protect the Bellowing Wilds as it is the source of her taxes and her draconic domain.

FIGHTING GRESH

If the party is hostile to Gresh, she tries to draw them into a conversation before attacking, hoping to catch them off guard with a sudden strike. In combat, she aims to leap into the air as quickly as she can so she can use her fiery breath most effectively while staying out of range of melee attacks. She is unconcerned about harming her minions as she considers them all replaceable. If the fight takes place in her palace, she can use her lair actions.

Minions. In combat, Gresh is supported by her minions, including **Mek'Sass*** and Germain Gildstrike (**half-red dragon veteran**), Adeola, the **gold shaper***, and six **gilded goons***. Adeola flees if she is in danger of dying, but the others fight to the death for Gresh.

It's a fairer fight if you have a **mech dragon*** like we did.

2. THE CAVE OF THE HOARD

The entrance to the cave from the Hall of Dragonfire is 20 feet wide and 20 feet high, allowing Gresh to easily enter the cave and admire her hoard. The cave is a hollowed-out chamber where Gresh stores her gold. It is 40 feet deep and 60 feet wide.

The Hoard. Gold bars, made for Gresh by her gold shapers, are piled all the way up the ceiling to a depth of 5 feet all the way around the room. Golden art objects and loose gold coins are piled up across the rest of the cave floor to a depth of 5 feet, making the area difficult terrain for Medium and smaller creatures. In the center of the cave, the gold coins are piled up into a mound 10-foot high. This is where Gresh sleeps. The total value of gold in Gresh's hoard is 300,000 gp.

Tunnel Entrance. A gold door stands at the back of the cave on the left-hand side. It leads to a narrow tunnel, wide enough only for Medium or smaller creatures to pass through it, which leads up to the volcanic chamber (area 3).

Avery Howett

3. THE VOLCANIC CHAMBER

The sound of pick axes clunking into rock fills this unfinished chamber. Miners drip sweat as they carve out a wide, flat semicircular walkway around the volcano's central pipe. Far below, the magma pool lets out an occasional 'blurp' and hiss of gas. Behind the two teams of miners, gold shapers work to set a magic ritual circle into the hewn rock, filling complex channels carved into the floor with gold.

The narrow, winding tunnel from the cave of the hoard (area 2) slopes upward toward the peak of the volcano. 30 feet below the peak, the tunnel opens out onto a half-finished chamber that will eventually form the magic circle for Gresh's transformation ritual. Once the magic circle of gold currently being set into the floor is complete, Gresh plans to dive into the magma pool below from the top of the volcano to be transformed into a gold dragon.

Terrain. The chamber is a semicircular space with 10-foot high ceilings carved out around the volcano's central magma shaft. The magma shaft is 15-foot in diameter and 100 feet deep. The sky above is visible through the pipe's opening, 30 feet above the chamber. The magma pool is visible 70 feet below. The carved-out rocky walkway around the volcano's central magma shaft is a semi-circle that is 10 feet wide.

Magma. A creature that enters the magma pool for the first time on a turn or starts its turn there takes 78 (12d12) fire damage.

Heat. Creatures that spend at least 1 hour in this chamber must make a DC 15 Constitution saving throw and repeat this saving throw for each additional hour they spend here. On a failed save, the creature takes a level of exhaustion from the heat. Exhaustion gained in this way can't be removed while the creature remains in the chamber.

Miners. The miners work to carve out more of the walkway each day, but progress is slow due to the overwhelming heat. They work at the rock walls at either end of the walkway in two teams, aiming to meet on the other side of the magma shaft eventually. Whichever team carves out the most rock each day is given a banquet and lavished with praise that night, while the other gets only scraps, so the teams are highly competitive with each other. The team on the left is made up of two emerald **mohsnian champions***, Pie [they/them] and Lamp [he/him], a white dragonborn **thug** named Bergen [she/her], and a **kobold** named Scrimpi [they/them]. The team on the right is made up of four **duergar** brothers, Jaxon [he/him] and Saxun [he/him], Waxam [he/him], and Kraxim [he/him]. In combat, each team of miners acts on the same initiative. They fight to defend themselves or defend Gresh, but not at the cost of their own lives.

Gold Shapers. Three **gold shapers*** are in this chamber. Two work on their hands and knees on the rocky floor behind the miners. One is a half-elf named Matterus [he/him], and the other is a half-orc named Pina [she/her]. They once tried to run away from Gresh together. As punishment, they have been set the grueling task of inlaying the complex magical circle into the rock. After consulting the complicated diagrams provided by Mr. Wizardly, they chisel out channels on the floor and fill them with gold. The work is slow and difficult. Both Matterus and Pina have two levels of exhaustion. In combat, they flee, but only if they can both escape together, as they are deeply devoted to each other.

Overseer. The third **gold shaper***, a tiefling named Avarice [he/him], oversees the construction of the magic circle. He is unbothered by the heat as he has resistance to fire damage. Avarice wears a golden three-piece suit that complements his crimson skin. He is the most loyal of Gresh's gold shapers. His eagerness to discipline his fellow gold shapers has earned Avarice the dragon's favor. Avarice is hostile to anyone who disrupts the work in this chamber.

CONCLUSIONS

If Gresh is killed, the town of Hero's Ascent is thrown into chaos. Many of the residents take as much gold as they can pry from the buildings and flee.

If Gresh's hoard is tipped into the volcano, it erupts in a huge golden burst. Molten gold flows down the mountain toward Pyrite, making that town exceedingly wealthy overnight.

If the party allies with Gresh, she will support them if the dire tarrasque is freed from Alchemist's Quarry (see **Chapter 9**). While the tarrasque is rampaging, Gresh will attempt to lure it away from settled areas—towns being destroyed is bad for tax revenue. While Gresh is helping in this way, when you roll a d6 to determine the direction of the tarrasque's rampage, roll twice and let the players pick which result to use.

If Gresh's ritual chamber in the volcanic chamber is completed and the ritual to transform her into a gold dragon is carried out by Mr. Wizardly, there is a 10 % chance that it works. Roll a d10. On a result of 1 to 9, Gresh is killed as she dives into the volcano along with her hoard. The molten gold flows toward Pyrite. On a result of 10, Gresh is transformed, though the nature of this transformation may not be what she hoped.

Does she become an **adult gold dragon** or something else? Perhaps something more sinister or even something less dangerous. Magic of this scale could even trigger a huge area **Chaos Surge**. Our Gresh never got to find out, so I'll leave that up to you.

LEVEL UP

If the party defeats or allies with Gresh, they level up.

CHAPTER 7
ALCHEMIST'S SWAMP SQUELCH

This gauntlet of encounters represents the perilous journey through the swamp needed to reach the town of Alchemist's Quarry.

If the players have not already decided to visit Alchemist's Quarry due to the clues they have found indicating it is the source of the earthquakes or a request from Mr. Maurice in Haibrin (**Chapter 4**), **Ohio Jack*** contacts them to ask the party to accompany him to Alchemist's Quarry to locate another solar crystal he believes is there.

Read the entry on **Alchemist's Swamp** in **Exploring the Bellowing Wilds** before running this chapter. More information about alchemy ingredients found in the swamp can be found in **Appendix D**.

RUNNING THE SWAMP

The swamp functions as an open air dungeon. The party enters at area 1 and arrives at Alchemist's Quarry from area 10. Movement from one area to another represents at least an hour of travel.

The following conditions are present in all swamp locations unless otherwise specified:

- **The Planks.** A jumbled labyrinth of 5-foot-wide wooden walkways is the only safe(ish) way to traverse the swamp. The walkways can be attacked and damaged in 5-foot-square sections (AC 13; hp 9; immunity to poison and psychic damage). A section is instantly destroyed if more than 500 pounds of weight is applied to it. A destroyed section of planks becomes difficult terrain.
- **Swamp.** Beyond the planks, the swamp is a mix of difficult terrain and patches of murky water at least 10 feet deep.
- **Fog.** Thick fog envelops the swamp. Creatures have disadvantage on Wisdom (Perception) checks based on sight and can't see farther than 40 feet in front of them at any time.
- **Dangerous.** It is not safe to take a long rest in the swamp. Any attempts to do so are interrupted by attacks by either 1d4 **tar maws***, 2d4 **thistlewolves***, or a **moss wyvern***. Short rests have a 50% chance of being interrupted.

NAVIGATING THE SWAMP

Some paths through the swamp are more difficult than others, and skilled navigators can pick out hints. Each time a creature inspects a pathway, it can make a Wisdom (Survival) check. Consult the **Swamp Survival** table to decide how big of a hint to provide.

SWAMP SURVIVAL

Check Result	Hint
15	Signs of potential dangers or hazards ahead.
18	Evidence of a creature in the next location.
20	Clues that reveal the safety of the path compared to others.

1. THE SWAMP MOUTH

> The chitter and croak of unseen creatures echo in the distance. Thick, acrid fog stings the eyes and assaults the nose with a sour chemical odor. The moss-covered walkway creaks under the slightest movement. A body bobs facedown in the water nearby.

The Body. This is the corpse of Jovi of Kaydi [she/her], a gladius weaver. A successful DC 15 Wisdom (Medicine) check reveals the cause of death to be a blast of necrotic energy to her back. Before she died, Jovi was looking for her Araknight patron, Kaydi, who went missing while investigating Alchemist's Quarry. (She is the missing weaver the Araknights wanted found in **Chapter 4**).

Treasure. A big measure of Moosh Moss grows along the planks here. On Jovi's body is a suit of *goldenweb armor** and a near-ruined journal written in Draconic. Only the words "Kaydi," "earthquakes," and a smudged word that is either "Quarry" or "Quinn" can be read.

PATHS FROM HERE

- A path to the left leads to area 2. It is covered in vines.
- A path to the right leads to area 3. It is eerily quiet.

2. OVERGROWN PATH

> A tangle of vegetation covers the planks leading forward, and the surrounding earth is soft and sludgy.

Overgrown Planks. A creature walking across the planks must spend 4 feet of movement for every 1 foot it moves.

Hunting Ground. A pack of eight **thistlewolves*** preys on folks who travel this way. They will flee once half or more of their number have been killed.

Treasure. A creature that succeeds on a DC 17 Wisdom (Perception) check notices 2d4 small measures of Lostrix Root among the plants.

PATHS FROM HERE

- The only path forward leads to area 4. It takes 2 hours of travel through the dense vegetation.
- A vine-covered path leads back to area 1.

Ugh, swamp water and fur **DO NOT MIX!**

3. SUNKEN PATHWAY

Ahead, the walkway dips down into the murky waters of the swamp until it is completely submerged. The fog makes it hard to see where they emerge, but taut suspension ropes make it clear the pathway hasn't completely collapsed.

Pool. A 90-foot section of planks have sunken into a 15-foot-deep pool. On the far side of the pool the planks continue. A hazard lurks within the pool. Roll on the **Pool Hazards** table or choose what's in the pool.

POOL HAZARDS

d8	Hazard
1	The water is filled with hungry leeches. Removing leeches from a creature is an action that requires a successful DC 13 Wisdom (Medicine) check. On a failure, the target gains a level of exhaustion.
2-4	2d4 **swarms of quippers**
5-7	A pair of **ghosts** under the water want to drag trespassers to their death.
8	Toxic algae blooms on the water's surface. A creature submerged in the water must make a DC 17 Constitution saving throw, becoming poisoned for 4 hours on a failure.

Treasure. Two humanoid skeletons rest at the bottom of the pool. One wears a suit of *adamantine chain mail*, and the other has a *carnivorous flail**. A third skeleton that appears to have a magical sword is actually a **mimic**.

PATHS FROM HERE

- The only path forward leads to area 5. It is relatively dry.
- A path leads back to area 1.

4. DEAD END

The pathway ends as the planks sink into a tangled bed of overgrown vines.

Shambling Surprise. Three **shambling mounds** hide in the plant bed. They can be spotted with passive Perception 16 or higher. The mounds attack the first creature that comes within reach.

Treasure. Within the plant beds, 4d8 + 4 platinum pieces worth of slimy jewelry lie among crushed skeletal remains along with the following magic items: a *flame tongue* shortsword, a *ring of swimming*, and a bottle of *ultra holy water**.

PATHS FROM HERE

- Area 4 is almost a dead end. Should the party wish to press on through the thickly vegetated swamp, they can cut their way to area 6 in 3 hours by succeeding on a DC 15 group Wisdom (Survival) check. On a failure, the party arrives in area 6 after six hours, and each member gains a level of exhaustion.
- A path leads back to area 2.

5. THE CLEARING

Cries for help pierce the air as a small island emerges from the mist. A beastfolk boy cowers here, his pleas punctuated by the sounds of sloshing water and guttural hissing somewhere close.

The Island. A rare 15-foot diameter island of dry land rises from the water in the middle of the clearing. The island is not difficult terrain, but the swamp all around it is.

Lost Citizen. Pritchard [he/him] is a teenage emu beastfolk **thug** from Alchemist's Quarry. Pritchard snuck into the swamp on a dare and is lost. If Pritchard survives, he begs the party to take him home.

Feeding Frenzy. Three hungry **tar maws*** lurk in the water 60 feet from Pritchard.

PATHS FROM HERE

- A path to the left leads to area 8. Pritchard came this way from Alchemist's Quarry.
- A path to the right leads to area 6.

Anneliese Mak

6. LAKE OF CANDLES

A wide lake ringed by mangroves is blanketed by thick fog that blocks the sky from view. Through the haze, lights shimmer and wink on the water's surface. A rickety bridge sways ominously over the lake, disappearing into the mist.

Lake. The lake is 600 feet wide and 50 feet deep. The water is filled with silt and is heavily obscured.

Tar Maws. The lake is filled with four hungry **tar maws*** hiding in the fog-shrouded water. If a tar maw succeeds in dragging a creature into the water, the other tar maws will attack it to try to claim its prey for themselves.

Bridge. The bridge made from rickety planks suspended between rotted poles driven into the lake bed spans the entire width of the lake. The bridge is 1-foot above the water's surface. If a section of planks is destroyed, there is a 50% chance the entire bridge collapses.

Fog. A thick fog rises 80 feet above the water and stinks of sulfur. It lightly obscures the area it covers. Creatures flying above the fog attract the attention of the two **moss wyverns*** in area 8.

Deceptive Lights. 2d4 **will-o-wisps** bob and dance across the surface of the water.

PATHS FROM HERE

- The far end of the bridge ends in area 7.
- If the party arrived here by cutting their way through from area 4, it takes 3 hours to backtrack.

7. JELLIN'S SHOP

A shabby wooden merchant's stall sits on a dry raft under the shade of a mangrove stand. A gnome with dark circles under their eyes leans on the counter and scowls.

Held Hostage. Jellin Goldflow [they/them] is a gnome **alchemist dabbler*** being controlled by a **cebranith*** named Iggal [she/her]. The magic items Jellin sells were stolen from explorers Iggal killed. A DC 15 Wisdom (Insight) check reveals a concealed desperation in Jellin's eyes even as they smile and chat under the control of the cebranith.

What Jellin's Sellin'. Jellin sells a small selection of alchemy ingredients—Bung lily root, moosh moss, hojano spores, and temu temu leaf—for twice their listed price (see **App. D**). They also have the following magic items for sale:

Magic Item	Price
Handy haversack	850 gp
Ring of animal influence	960 gp
Rope of climbing	625 gp

ROLEPLAYING IGGAL

Iggal enjoys torturing Jellin, who she forces to maintain this shabby shop. She amuses herself by denying Jellin sleep, keeping them malnourished, and actively discouraging sales by making them raise their already unreasonable prices on a whim.

Ideal: "There's so much fun to be had on the Material Plane."
Bond: "I love playing with mortals."
Flaw: "I get bored easily."

PATHS FROM HERE

- A path on the left leads to area 8. If Iggal doesn't like the party, she'll tell them this path leads to Alchemist's Quarry.
- A path on the right leads to area 10.
- The middle path leads to area 9.
- The bridge leads back to area 6.

8. RUIN PASSAGE

This partially submerged ruined building is overgrown with mosses and vines. Inside, a dark tunnel with smooth stone walls free of vegetation descends into darkness. A faint breeze can be felt coming from inside.

Treacherous Tunnel. The 5-foot wide by 10-foot high tunnel is pitch dark inside. The stone floor of the tunnel is filled with ankle-deep water but is not difficult terrain. A pair of **black puddings** hunt within.

Wyvern Roost. There's a mating pair of **moss wyverns*** nesting on top of the ruin, 30 feet up. They attack anything that flies over the ruin or approaches them and their nest of hatchlings.

Treasure. There are three rubies worth 200 gp each and a slightly rusted hooded lantern in the wyverns' nest. One of the black puddings has a *+1 rapier* and 83 gp suspended inside it. The other contains 34 sp and 12 gp.

PATHS FROM HERE

- On one side of the ruin, the path leads to area 5.
- On the other side of the ruin, the path leads to area 7.

9. BLEEDING TREES

A stand of trees thrust their way out of the sucking muck of the swamp like desperate claws. Their dark bark is stained with blood-red sap. An ominous buzzing sound fills the air.

Bleeder Hives. The trees conceal several bleeder hives. If the party lingers here, they are attacked by two **sanguine queens***, each commanding two **swarms of bleeders***.

On initiative count 20 of each round (losing initiative ties), another sanguine queen appears, each commanding two swarms of bleeders. This continues for 5 rounds.

The sanguine queens won't leave this location, and swarms will only pursue the party for 1 round before returning to their monarch.

PATHS FROM HERE

- A road of solid blue stones leads to area 10.
- A swampy path leads back to area 7.

10. ROAD TO ALCHEMIST'S QUARRY

The magical glow of Alchemist's Quarry is visible behind a canopy of mangroves. An open archway stands alone at the edge of the town. On the left, a small group of hippo calves splashes in the water about 100 feet away. The scene is pure cuteness… until a group of roaring adult hippos emerges from the mist, beady eyes burning with protective rage.

Light Fog. The fog here is lighter, and creatures and objects within 300 feet are visible.

Angry, Angry Hippos. A herd of six adult **hippopotamuses*** feels the party has gotten too close to their children. The adult hippopotamuses are 240 feet away from the party at the start of initiative.

Town Walls. The magical defensive walls of Alchemist's Quarry are invisible unless a creature touches them. Each time a creature comes within 5 feet of the walls, it must make a DC 19 Strength saving throw. On a failure, the creature is pushed back 10 feet. On a success, a creature can approach the wall, causing a solid blue panel 20 feet tall and 30 feet long to appear for as long as the creature is touching it.

There is a single entry point on this side of town, a visible stone archway with a blue crystal keystone. The entrance archway is 300 feet ahead of the party at the start of initiative.

PATHS FROM HERE

- The stone archway marks the entrance to Alchemist's Quarry (see **Chapter 8**).
- A path leads back to area 9.

LEVEL UP

If the party did not complete enough of the quests in **Chapter 4** or other backstory-related events to reach at least level 10, they should level up if they successfully navigate the swamp.

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Avery Howett

The Araknightmare Guards Quinn-Ora's Collection of Hands

CHAPTER 8
DEEP SECRETS IN ALCHEMIST'S QUARRY

Alchemist's Quarry is a thriving town built on ground rising high above the muck, encircled with magical wards and watched by armored beastfolk who welcome travelers inside with a smile.

Before running this chapter, read the entry on **Alchemist's Quarry** in **Exploring the Bellowing Wilds**.

> The pristine cobblestone streets of this town are lined with ornate buildings inset with large crystals that glow brilliant orange. Shining runes deck the signs of stores and buildings, and giant mushrooms grow instead of trees, adding to the town's whimsy. Beastfolk of all kinds go about their business. The ground rumbles, causing carefully stacked wares to fall and knocking a passing ox beastfolk to the ground. A snake beastfolk helps them to their feet with a smile.

The town of Alchemist's Quarry looks too good to be true, and that's because it is. Those who live here, especially the beastfolk who make up the majority of the town's residents, are held captive by the warlock **Quinn-Ora*** [she/her] and her magic. Most are blissfully unaware they live above a monstrosity that could wipe them out in an instant—the **dire tarrasque***. As Quinn-Ora experiments on the tarrasque, its struggles become more and more extreme, causing tremors that ripple out through the Bellowing Wilds.

Through a combination of foreclaimer technology, beastfolk ritual, and the remaining crystal shards of the foreclaimers' artificial god Xanu, Quinn-Ora is attempting to perfect a ritual that would allow her to join her Splicer patron with the tarrasque. She believes that doing so would allow her to control both the tarrasque and her Splicer patron just as she controls the beastfolk she creates. Once she is no longer subservient to the Splicer, Quinn-Ora believes no one in Ambria will be able to control or defy her.

Enchantment. An enchantment woven over the whole town keeps every beastfolk whose token Quinn-Ora has stored within her **Warehouse of Hands** cheerful and compliant.

Possession. Quinn-Ora can directly possess any beastfolk whose token she holds. Even after being directly controlled by Quinn-Ora, beastfolk seem completely unaware of what they were doing while possessed, and even witnesses can't seem to recall exactly what happened. The power of Quinn-Ora's enchantment is such that they behave as though everything is normal.

Guards. **Beastfolk warriors*** serve as town guards and patrol Alchemist's Quarry in small squads. They act cheerful and charming, but their demeanor shifts if they uncover dissent or plots against Quinn-Ora. Alchemist's Quarry has no jail, only the Splicery, where Quinn-Ora turns prisoners into "loyal" beastfolk citizens of her "lovely" little town.

George Bennett

Tremors. As the epicenter of the earthquakes caused by the dire tarrasque imprisoned beneath the town, Alchemist's Quarry is shaken by dozens of strong tremors every day. Glowing crystals embedded in the buildings protect the town from collapse, and citizens go about their business merrily, even as the ground shakes beneath them. The people of Alchemist's Quarry will acknowledge the tremors if asked but view them as a sign of powerful magic that keeps the town from sinking into the swamp.

HELPING THE LEAGUE

Frankie [she/her] is the owner of a local coffee shop, The Grumpy Goat, and an agent of Freehand League. If the party was sent here on League business, Frankie received a *sending* about the party from Mr. Maurice and knows them to be trustworthy contacts. Otherwise, she recognizes them as capable outsiders and potential allies. If they come near her shop, she has one of her employees hand them a sample of tar maw steak with a message written on the inside of the butcher's paper to arrange a secret meeting, ***"Behind the Singing Siren. Midnight. Come Alone."***

ROLEPLAYING FRANKIE, FREEHAND LEAGUE SPY

An ocelot beastfolk **spy** who has been in deep cover in Alchemist's Quarry for over a year, Frankie has been covertly funneling information to the League and helping to get beastfolk free when she can. Recently, she has become concerned about the increase in frequency and strength of the town's tremors. Frankie knows Quinn-Ora is doing something with foreclaimer artifacts in the ruins beneath the Warehouse of Hands, and she needs allies to help put a stop to it. As Quinn-Ora did not splice Frankie, she has no way to control her directly with a token. Frankie has managed to avoid Quinn-Ora's notice so far by keeping a low profile. Her highest priority is maintaining her cover in town.

Ideal: "The best way to take something down is from the inside."
Bond: "I've come to truly care about the people of this town."
Flaw: "I always have to have the last word."

Frankie's Information. Frankie has information she's willing to share with the party, depending on how much she trusts them:

- The true history of Alchemist's Quarry.
- Quinn-Ora transformed the beastfolk here and can control them with her magic.
- Quinn-Ora is causing the earthquakes somehow. She disappears from town just before each major one strikes.
- The entrance to the underground facility where Quinn-Ora is performing her strange magic is in the basement of Quinn-Ora's Warehouse of Hands, located on a hill in the town's center.
- Quinn-Ora has created something terrifying that guards the warehouse. Frankie only caught a glimpse of it and retreated before it could notice her. It had far too many legs.

ENCOUNTERING QUINN-ORA

Quinn-Ora often takes time to wander the streets of the town, enjoying the adoration of the citizens she controls.

> A tall, confident woman wearing a luxurious fur-lined gown is encircled by adoring beastfolk whom she regards with a beatific smile. The crowd keeps a circle of space between themselves and the woman to avoid crowding her, but every so often, she approaches the crowd, patting children on the head and having little chats with the beastfolk who speak to her like an old friend. A small red panda beastfolk shuffles toward the woman to offer a basket of handmade candies. The woman takes them gladly, thanking her with a warm smile.

The red panda beastfolk is **Abby*** [she/her], a local acupuncturist and masseur. Quinn-Ora won't bother introducing herself to the party unless they approach her first, but she smiles at them as she passes, making it clear that they have not avoided her notice.

ROLEPLAYING ABBY

Abby is gentle and kind. She is unaware of Quinn-Ora's true nature and is fully under her enchantment. Abby doesn't remember anything of her life before she was transformed into the beastfolk she is today, though she does remember the terrible pain of the ritual Quinn-Ora performed, if only in hazy fragments. Although she is an extremely skilled martial artist, she hates violence and will only fight under the direst circumstances if she needs to protect someone.

Ideal: "I'm a pacifist. All life is precious."
Bond: "I want to do my best to help everyone I meet."
Flaw: "I judge people who can't live up to my standards."

Combat. Quinn-Ora isn't interested in fighting the party, but she won't hide from them either. She is in control here, something she'll gladly demonstrate by taking control of Abby and two other **beastfolk warriors*** from among the assembled townsfolk if the party threatens her. If combat breaks out, Quinn-Ora remains detached, hiding behind her minions and harassing the party with spells, attacks, and sarcastic barbs. Depending on how the party fares, she'll either become bored or grow concerned, at which point she'll say her goodbyes before using *dimension door* to teleport down into the Tarrasque Containment Facility to begin her next attempt at taking over the tarrasque before the party can reach her. If necessary, she'll call for more beastfolk warriors to cover her escape as she leaves. From this point on, the party must venture into the Tarrasque Containment Facility if they wish to find Quinn-Ora.

WAREHOUSE OF HANDS

The entrance to the Tarrasque Containment Facility is underneath the warehouse where Quinn-Ora stores her huge collection of beastfolk tokens.

From the outside, the 50-foot by 40-foot warehouse appears unremarkable. It has no windows and a single door. Inside, a central passageway is flanked by shelves laden with disembodied animal paws and hands. The warehouse is 35 feet high.

Shelves. The shelves reach all the way to the slate roof. The shelves can be climbed with a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. They have an aura of conjuration magic, as they are enchanted to allow Quinn-Ora to teleport any token she wishes to and from the warehouse.

Tokens. Each beastfolk token on the shelves is neatly cataloged with a label showing the original name of the person Quinn-Ora transformed.

Trapdoor. A 5-foot wide trapdoor set into the floor in the center of the warehouse leads down to a 20-foot deep tunnel that ends at area 1 of the Tarrasque Containment Facility.

Tragic Guard. The warehouse is guarded by the **araknightmare*** [it/its]. This tragic creature was created by Quinn-Ora when she combined two sentient creatures—the Araknight Kaydi and the human Rachio. Rather than forming a seamless blend of beast and humanoid, the ritual produced a many-limbed half-spider half-human monstrosity. The araknightmare follows Quinn-Ora's orders to not allow any unauthorized creatures to access the Tarrasque Containment Facility or remove any of the beastfolk tokens from the warehouse. As no beastfolk token was formed when the araknightmare was created, Quinn-Ora controls it by manipulating its emotions, convincing it that she is looking out for its best interests.

ROLEPLAYING THE ARAKNIGHTMARE

Although the araknightmare may appear monstrous, it is a deeply sensitive being. Quinn-Ora has lied to it and convinced it that outsiders—particularly weavers and Araknights—will hate it because of its appearance and their prejudice. It views her as its only true friend and follows her orders loyally. The araknightmare doesn't remember either of its previous lives clearly but does have flashes of memory, and the names Kaydi and Rachio reverberate within its soul.

Ideal: "I will always do my duty."

Bond: "Quinn-Ora knows what's best for me."

Flaw: "I struggle to accept myself as I am and so assume others won't either."

CONCLUSIONS

If the party defeats the araknightmare and searches its body, they find a small handwritten journal. In this book, the araknightmare has confided its confusion and doubts about the things Quinn-Ora has told it and about itself. The journal is also filled with touching poetry on the theme of identity.

If the party convinces the araknightmare that Quinn-Ora is not truly its friend, it becomes enraged that it has been lied to. It will ally with the party against Quinn-Ora. If it survives the confrontation with her, it will head to Velgari, hoping to meet the Araknights and better understand itself.

If the araknightmare defeats the party, it stabilizes them as it wraps them up in webbing and transports them to the cells in the Tarrasque Containment facility (area 15).

THE TARRASQUE CONTAINMENT FACILITY

Exploring the Tarrasque Containment Facility

A mixture of foreclaimer architecture and natural cavern, the Tarrasque Containment Facility has the following features unless otherwise noted:

- **Well-lit.** The entire facility is illuminated with bright light powered by a solar crystal.
- **Dimensions.** Corridors are 10 feet high, and rooms are 15 feet high.

WHAT LURKS IN THE TARRASQUE CONTAINMENT FACILITY?

GUARDS

Most residents of Alchemist's Quarry don't know the facility exists, and only a few are employed to guard it. There are 3d6 beastfolk **guards** roaming the facility at any time and one **guard captain** per floor. The guards are hand-picked by Quinn-Ora and are under particularly strong enchantments. Some guards overseeing important areas are **beastfolk warriors***.

WORKERS

Beastfolk **commoners** work here. They labor under heavy enchantments, which prevents them from truly seeing the facility around them or the tarrasque itself. A few less-heavily enchanted beastfolk who have specializations that Quinn-Ora can exploit also work here, researching the tarrasque. Other workers are captured Freehand League agents (**beastfolk warriors***). Quinn-Ora wants to extract information about the League's activity, so forces them to carry the most dangerous jobs, working deep inside the dire tarrasque's guts. She hopes this disgusting and difficult work will wear them down so they turn on their organization.

THE DIRE TARRASQUE

The Tarrasque Containment Facility contains the **dire tarrasque***. It has been trapped down here ever since it was imprisoned by the foreclaimers, who [redacted] had sent it to kill following the absorption of Stella.

SHARKHOUNDS

The facility is where **sharkhounds*** were first developed by the foreclaimers. Some adult and juvenile specimens are still held in stasis here. The following areas correspond with the **Tarrasque Containment Facility** maps.

UPPER FLOOR

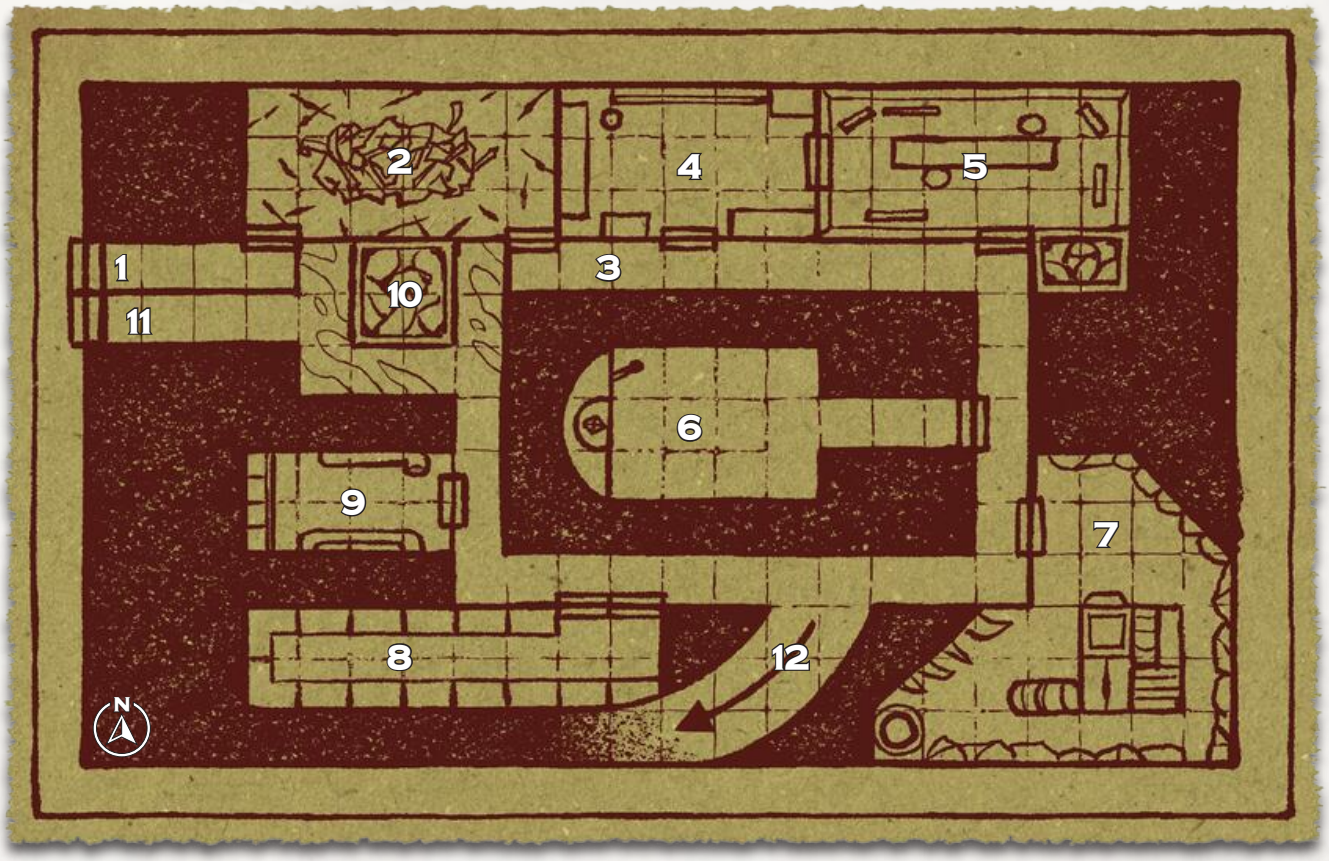
1. ENTRANCE

From the trapdoor in the Warehouse of Hands, a tunnel leads down to an unlocked metal door inscribed with foreclaimer designs depicting a massive horned beast, the dire tarrasque.

2. ENTRY SECURITY ROOM

In the middle of the room is a huge pile of confiscated weapons and tools. They're all heaped into a mound, with a single white frosted cake sitting atop it. The floor is scratched and gouged by countless blades, and a whiff of sickly sweet vanilla wafts through the air.

TARRASQUE CONTAINMENT FACILITY
UPPER FLOOR



Samantha Rustle

All incoming visitors are screened here by two beastfolk **guards**. This is also where incoming objects are confiscated and stored. **The Cake.** Inside the cake is a metal file that, with enough tenacity, could weaken a thin metal bar.

Door. A door leads to area 3.

3. CORRIDOR

A long narrow corridor wraps around the center of the facility and out to the exit (area 11). Doors to areas 4, 5, 7, 8, and 9 are unlocked. The door to area 6 is locked and magically trapped (see area 6 for details).

4. SHARKHOUND RESEARCH LAB

> Everything in this room is new and scrubbed so clean it shines. In the corner is a beaver beastfolk in a white lab coat standing over a sample dish and jotting notes down.

This room is where the documentation for the sharkhound breeding program was kept.

Researcher. A beaver beastfolk **mage** named Natalie [she/her] is stationed in this room. She is researching how to produce new sharkhounds from the ones stored in areas 8 and 9. She doesn't want to fight anyone, just raise cute sharkhounds.

5. TARRASQUE RESEARCH ROOM

Quinn-Ora has set two researchers the task of trying to figure out the source of the dire tarrasque's power. They perform all kinds of magical and nonmagical tests to figure out how it regenerates.

> Chalkboards cover every wall. Each is covered in scribbled formulas and diagrams. The central table is covered in a layer of papers, tissue samples, and half-eaten sandwiches. Set into a recess in the wall is a large bin overflowing with organs labeled ***BIOWASTE***. A turtle beastfolk sips from a chipped mug as they stare at one of the chalkboards as a hare beastfolk dashes from experiment to experiment.

Researchers. Jeff, a turtle beastfolk scientist [they/them] (**mage**), is deep in contemplation and doesn't notice when anyone enters. They're happy to talk about their findings to anyone who will listen. Jeff speaks in a monotone and is most interested in the minutiae of the tarrasque, such as the exquisite functioning of its spleen, rather than any useful information.

Davey [they/them] is a hare beastfolk (**alchemist dabbler***). They are engaged in an experiment, dripping various acids onto chunks of tarrasque flesh in dishes. If Davey becomes aware that the party aren't authorized visitors, they will attempt to sound the alarm and call for reinforcements.

Treasure. Among the items used in the experiments are three vials of acid, two flasks of alchemist's fire, a *vorpal sword* (shortsword), and a *sword of life stealing* (longsword).

Tarrasque Research. Sifting through the notes takes at least 10 minutes. A successful DC 18 Intelligence (Arcana) check reveals:

- The dire tarrasque will regrow any severed limbs almost instantly.
- Its carapace is magically reflective. This is corroborated by several blast holes left in the ceiling from testing.

6. POWER ROOM

Trapped Door. The door to the power room is locked and magically trapped. Any creature attempting to pick the lock must make a DC 16 Constitution saving throw. On a failure, the creature's limb that it was using to pick the lock is transformed into an octopus tentacle for 1 hour. While this transformation lasts, the creature has disadvantage on all Dexterity skill checks and can't use its bonus action to make off-hand attacks. This trap can be disarmed with *dispel magic* or similar effects. Once disarmed, the door can be unlocked with a successful DC 15 Thieves' Tools check.

On the other side of the door, the power room contains a solar crystal that powers both the facility and the restraints holding the dire tarrasque.

> In the center of the back wall is a metallic alcove, a massive white, glowing crystal embedded inside it. Bright white lines shoot from the humming structure, streaking across the wall and ceiling from the top and bottom of the alcove. The lines sink into small indents as if leading off into the other rooms. A metal lever is attached to the wall beside the alcove.

Warning. A piece of paper with a warning written in bold handwriting in Common is glued to the lever. ***"Do NOT pull this lever unless you feel like dying today."*** On the wall next to it is another notice that reads, ***"Seriously, DON'T."***

Off Switch. A lever next to the alcove can be pulled to allow the safe removal of the solar crystal. If the crystal is removed, the power goes out throughout the facility, causing the following effects:

- All the magical lights go out, plunging the facility into darkness.
- The stasis fields in area 8 deactivate, releasing the **sharkhounds***.
- The cooling system in area 9 fails, causing the sharkhound pups stored there to start melting.
- The massive crystalline rods holding the **dire tarrasque*** disintegrate, setting it free (see **Dire Escape**).

7. SHARKHOUND ARMORY

> Gorgeous sets of gleaming, perfectly machined armor hang on the walls. Each one is clearly made for sleek quadrupeds, the plates segmented to allow for sinuous movement. Large industrial metalworking machines fill the center of the room. The heavy smell of oiled metal hangs in the air.

This is where suits of sharkhound armor were forged and stored by the foreclaimers.

Jawbone would look so handsome in one of these snazzy suits of sharkhound armor!

Sharkhound Barding. Sharkhound barding is armor designed to protect a sharkhound's head, neck, chest, and body. There are four full sets of sharkhound barding (plate) stored here. While wearing this barding, a sharkhound's AC is 18. Each set of sharkhound barding weighs 130 pounds and is worth 6,000 gp.

Tools. A full set of smith's tools can be found in this room. As they are of foreclaimer make, they are of exceptional quality. They weigh 4 pounds and are worth 40 gp. Using this set of smith's tools gives a creature that is proficient with them advantage on any skill checks made with them.

8. SHARKHOUND PENS

> Fourteen pedestals line the edges of this room, rising a few feet up from the floor. On each is a huge beast resembling a cross between a hound and a shark, each slightly different creature from its neighbor. They're all frozen in glittering, magical stasis, some poised to leap with sharp rows of barred teeth, others coiled in rest.

The ancient foreclaimers' pack of highly trained sharkhounds is stored in this room. The stasis field holding them is impenetrable unless the solar crystal is removed in area 6. The sharkhounds inside have total cover.

Stored Sharkhounds. If the solar crystal is removed from the facility, the fourteen **sharkhounds*** are released from stasis. They are aggressive toward any creature they see as an intruder.

9. GENETIC MATERIAL STORAGE LAB

> A frigid chill cuts through the air, streams of cold rushing in from a series of vents in the upper walls. The back wall is lined with drawers, each labeled neatly in an angular script. A chemical scent wafts through the room, and the metal of the vents is lightly frosted. Floating in frosty green tubes are several partially developed sharkhound pups.

Here, genetic material is stored for use in the research lab. The back wall is lined with drawers filled with cell samples from the tarrasque and other creatures.

Sharkhound Pups. Four sharkhound pups float in stasis here, preserved by the cooling system powered by the solar crystal in area 6. If the system loses power, the pups will begin to melt. After 8 hours, they will not be able to be resuscitated. They can be saved either by creating a suitably cold environment for them to remain in their chilly stasis, or by bringing them fully to life with a series of three successful DC 14 Wisdom (Animal Handling) or Intelligence (Nature) checks made over the course of 3 days.

10. EXIT SECURITY ROOM

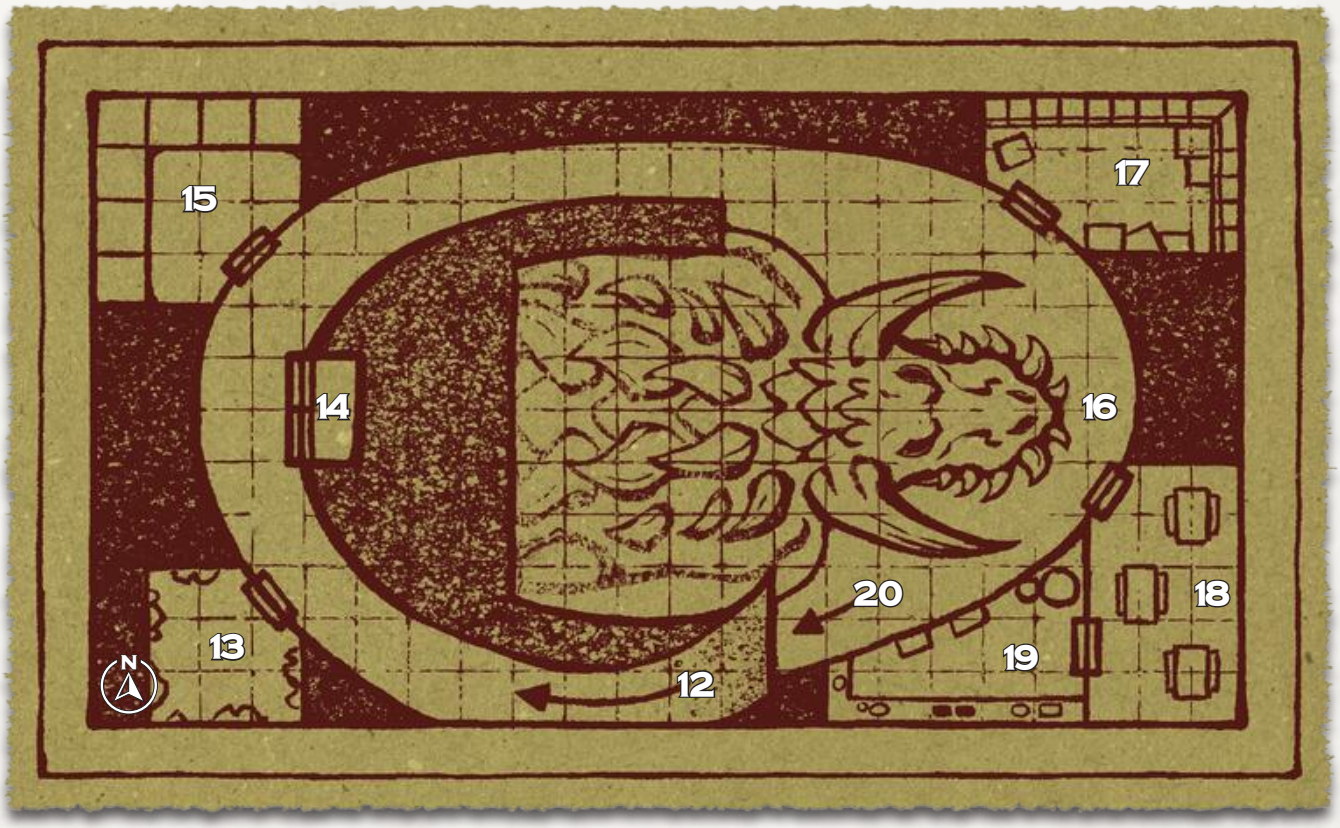
> Chunks of claws and scales, globs of flesh, and a tooth have been tossed into a bin labeled ***"Return to Research Lab."*** A sign posted next to it says, ***"Do not touch without protection. You do NOT want to know where this stuff has been."*** The walls and floors are smeared with viscera.

All outgoing traffic goes through this room. This is where outgoing objects are checked and stored. Dire tarrasque parts are worth a fortune to the right buyer, and Quinn-Ora is diligent in ensuring that nothing gets out unless she's being paid for it.

Treasure. Buried in the bin of tarrasque bits is a tarrasque eye, which can be used for Advanced Alchemy (see **Appendix D**).

Guards. Two **beastfolk warriors*** stand guard here, ready to pat any exiting visitors down for contraband tarrasque bits. One, a koala beastfolk, is chatting excitedly about the song he plans to sing at the Signing Siren the next time he goes. The other, an eagle beastfolk, is incredibly bored both by her colleague and by her job. She is struggling to stay awake.

TARRASQUE CONTAINMENT FACILITY
MIDDLE FLOOR



Samantha Rustle

11. EXIT
The door leading out to a tunnel that emerges in the floor of the Warehouse of Hands is locked. The key is held by the eagle beastfolk in area 10.

12. RAMP
A 10-foot wide ramp spirals down to the next floor. A large wall obscures the head of the dire tarrasque imprisoned below.

MIDDLE FLOOR
13. ARMORY
Racks full of armor and weapons are stacked in neat rows throughout this room.

Treasure. The racks contain nonmagical simple weapons and a few nonmagical martial weapons.

14. ELEVATOR
A 10-foot wide elevator built into the wall that partially encloses the dire tarrasque connects the middle floor with the lowest floor. It can be operated by pulling a switch in the elevator as an action. It takes two rounds for the elevator to travel between floors. Gentle but irritating instrumental music plays inside, coming from an unseen source.

15 CELLS
Locked in sparse cells made of iron bars are several beastfolk. Some are lying on the ground in small groups, and others are pressed close, whispering between themselves. Unlike the people in the city above, these beastfolk look deeply unhappy.

Prisoners. The cells hold members of the Freehand League that Quinn-Ora has captured. They are kept locked up while they are not being put to work harvesting the tarrasque. There are four **beastfolk warriors*** imprisoned here: piranha Yosef [he/him], chicken Franny [she/her], monitor lizard Megan [they/them], and fruit bat Laurel [she/her]. They all have three levels of exhaustion.

The League's Help. If Frankie is with the party, she recognizes the other agents and will want to work to free them. If the party helps free these agents, they gain the Freehand League Support benefit during the confrontation with Quinn-Ora (see area 24).

16. DIRE TARRASQUE'S HEAD
The ramp (area 12) wraps around the outer edge of the cavern, curving around a rough stone wall. Beyond this, the **dire tarrasque's*** head is visible.

The head and spike-studded shoulders of an enormous scaled beast are visible, half submerged in the rock. The titanic creature exudes an aura of frustrated fury so strong that it is visible as a shimmer in the air like a heat haze. Its horned maw crashes open and closed with horrifying force. Rows of chipped fangs gleam and flash as it snaps. Its bright yellow eyes, devoid of any feeling other than pure rage, roll wildly, looking for any possible target to devour.

Terror. Creatures that become aware of the dire tarrasque are affected by its Awful Presence but have advantage on saving throws to resist it as the tarrasque is trapped. While imprisoned within the

facility, the tarrasque is incapacitated, and its speed is 0. However, it is still a danger to creatures or objects unlucky or foolish enough to come within reach of its maw. To move safely by the tarrasque, creatures must press themselves against the far wall.

The Tarrasque's Maw. Any creature or object that comes within 5 feet of the tarrasque's head while it is imprisoned must make a DC 20 Dexterity saving throw to avoid the tarraque's bite. On a failure, a creature or object takes 42 (5d12 + 10) piercing damage.

17. STORAGE ROOM

This room is lined with dented gray-green lockers and reeks of unwashed socks and unpleasantly strong cleaning fluids. A single, unused mop lists miserably in the corner. Two beastfolk are changing out of their civilian clothes and into their armor.

Most of the lockers contain general supplies, but several valuable items can be found here. Two **beastfolk warrior*** guards are changing into their armor.

Treasure. The lockers contain six clean-ish guard uniforms in various sizes.

18. CAFETERIA

The smell of stale food and strong disinfectant permeates this drab dining area. Chalkboard menus describe today's options as either ***"EDIBLE"*** or ***"THRICE RECONSTITUTED."*** Three diners sit at one of the tables, hunched over gray slabs of meat, which they poke at unenthusiastically.

The cafeteria is a bleak place. There are currently two shark beastfolk guards named Harreth [they/them] and Ignus [she/her] (**beastfolk warriors***), and a tapir beastfolk **warlock of the Splicer*** named Ash [they/them] taking a break.

Ash has infiltrated the facility as they are concerned that Quinn-Ora's actions aren't in keeping with their Splicer patron's wishes. Ash won't act against Quinn-Ora directly as they are terrified of the stronger warlock. All three are picking at their unappetizing tarrasque steaks.

Door. A door at the back of the cafeteria connects to the kitchen (area 19).

19. KITCHEN

The kitchen has a basic, industrial set of equipment.

Pony beastfolk Betty [she/her] and crab beastfolk Bobby [he/him] (**beastfolk warriors***) are preparing food. They are two captured agents of the Freehand League. They are doing what they can to sap Quinn-Ora's forces' morale by cooking terrible food. They are boiling slabs of tarrasque meat and tossing limp root vegetables haphazardly in a frying pan. The food looks and smells awful. The cooks don't know anything about the rest of the facility, but they are keen to do anything they can to help anyone who is an enemy of Quinn-Ora.

One of Quinn-Ora's guards, a seagull beastfolk named Craig [he/him] (**beastfolk warrior***), watches over them. He likes Betty and Bobby and can't understand why they don't like him back.

20. LOWER RAMP

The ramp (area 12) spirals down past the dire tarrasque's head (area 16) to the lowest floor of the facility.

LOWEST FLOOR

The lowest floor of the facility is a single, roughly oval, cavernous room, 95 feet long and 50 feet wide. The space is largely taken up by the lower body of the dire tarrasque. When the party arrives, **Quinn-Ora*** is once again attempting to combine the tarrasque with her Splicer patron by removing the tarasque's arm and summoning the Splicer's limb in its place, so that she can control the resulting combination.

The rough stone walls glisten with moisture, pooling in the deep gouges left by the tarrasque's struggles. Massive crystalline rods pierce the body of the gigantic scaled creature, pinning it in place. The stench of blood, fear, and damp coils in the cold air. Bright white glowing shards of crystals floating in the air cast an eerie light over the gaping open wound in the side of the tarrasque, in front of which Quinn-Ora floats, her hands cracking with purple energy.

21. DIRE TARRASQUE'S LOWER BODY

The **dire tarrasque*** is held in the center of the room by four massive crystals piercing its body. They hum with power from the solar crystal in area 6, which keeps the tarrasque from tearing itself free.

In the center of the chamber, the hulking feet, curled tail, and titanic body of the imprisoned dire tarrasque take up a 50-foot by 40-foot area. The body of the dire tarrasque is difficult terrain, and a creature climbing on it must succeed on a DC 15 Strength (Athletics) check at the start of its turn or be shaken loose and fall.

21a. Under the Head. The tarrasque's head is not visible from this floor as it rests on the floor above (area 16). When a creature starts its turn in the area under the head, roll a d20. On a result of 10 or above, the creature must succeed on a DC 15 Dexterity saving throw or be hit by debris falling from above that is dislodged by the tarrasque's writhing. Creatures hit by this debris take 7 (2d6) bludgeoning damage.

22. ELEVATOR

The elevator to and from area 14 connects here. The doors open onto two shallow steps down onto the cavern floor.

23. ARCANE CIRCLES AND XANU SHARDS

Four *Xanu shards** hover 5 feet off the ground above arcane circles that channel the god's power into Quinn-Ora's ritual. They are located to the north, east, south, and west of the dire tarrasque.

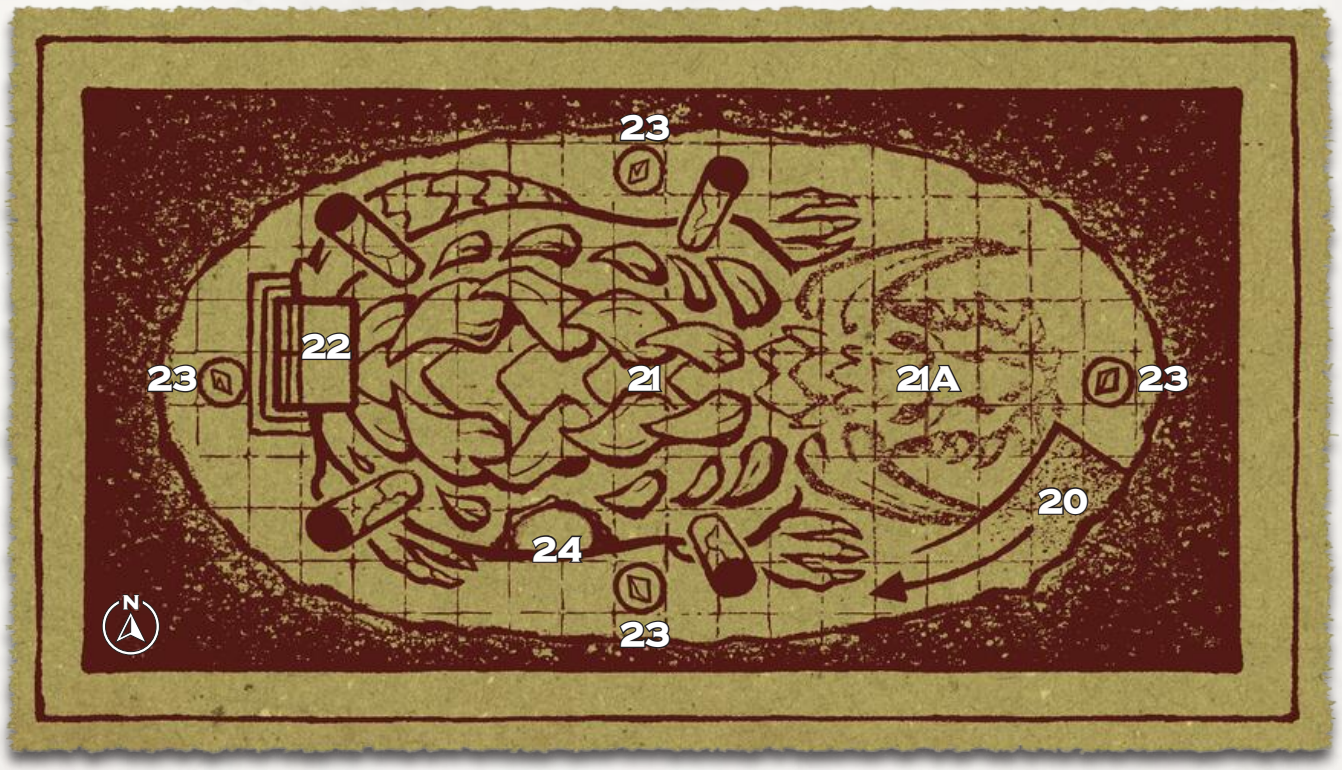
Arcane Circles. The four arcane circles can be disrupted. Each circle can be attacked (AC 12; hp 30; resistance to nonmagical damage; immunity to poison and psychic damage) or targeted with a *dispel magic* spell (DC 17), which destroys the circle on a success. Each time an arcane circle is hit by an attack or targeted by dispel magic, magical feedback crackles, and each creature within 5 feet of it must succeed on a DC 16 Dexterity saving throw or take (1d10) necrotic damage.

When an arcane circle is destroyed, the *Xanu shard** held within it is released.

Xanu's Will. Any creature of Xanu's choice that comes within 30 feet of a *Xanu shard** must make a DC 23 Wisdom saving throw. On a failed save, the creature feels a strong urge to acquire the shard.

Guards. Each arcane circle is guarded by two **beastfolk warriors***.

TARRASQUE CONTAINMENT FACILITY
LOWEST FLOOR



Samantha Rustle

Interacting With Xanu Shards
The *Xanu shards** are key items in the next section of the campaign. Talk with your players to determine how they want their characters to interact with the *Xanu shards**. If the players are comfortable with it, when a shard is released, it shoots out of the arcane circles with great force and embeds itself into the nearest character, forcing them to interact with Xanu later. Alternatively, the shards can drop to the floor, allowing characters to pick them up if they wish. The number of shards present can be adjusted to suit different numbers of players and whether you have introduced any *Xanu shards** earlier or not.

24. ORGAN HOLE

Vicious clamps and sharp wires stretch the scaled hide open, exposing muscles straining to regenerate. In the center of the room and holding a bright fragment of crystal is a woman in a fur-edged coat, her maroon hair pulled up into a bun, and purple light crackling around her hands as she lifts the crystal.

The organ hole is where tarrasque meat and organs are harvested to be used in experiments and lunch alike. It is held open by enchanted hooks emblazoned with glowing glyphs. A platform extends 5 feet into the side of the tarrasque.

Corrosive Innards. The inside of the tarrasque can be as deadly as the outside of it. A creature that touches the tarrasque's innards must make a DC 20 Constitution saving throw, taking 16 (3d10) acid damage on a failure, or half as much damage on a success. Once flesh is removed from the tarrasque, it no longer has this effect.

Quinn-Ora* hovers 15 feet above the platform in front of a gaping hole in the tarrasque's side. She clutches a sliver of glowing gray crystal—a *Xanu shard**—in one hand while speaking ancient words that resonate with dark power. Beams of light shine from the other Xanu shards (area 21) across the room, feeding into the shard held by Quinn-Ora.

Quinn-Ora's eyes glow white as she is encircled by a translucent sphere of purple energy. She holds one hand high, and the tarrasque's arm moves in unison. With a whoosh of displaced air, the tarrasque's arm disappears. A writhing, translucent alien hand made of purple energy and pulsing flesh crackles into being in its place. Sparks of disorientating light and flashes of color crackle along its otherworldly form, making it hard to look at without feeling nauseated.

QUINN-ORA'S RITUAL

If Quinn-Ora maintains concentration on her ritual for six rounds, she succeeds. The ritual can be stopped by defeating Quinn-Ora, causing her to lose concentration, or by destroying the four arcane circles holding *Xanu shards** (area 23).

Focused and Deadly. Quinn-Ora must maintain concentration on the ritual as if concentrating on a spell. The phenomenal power of the ritual empowers her while she maintains concentration. While Quinn-Ora is empowered:

- Creatures have disadvantage on saving throws against Quinn-Ora's spells and abilities.
- Whenever Quinn-Ora rolls a 1 on a damage die, reroll the die and use the new result, even if the new roll is also a 1.
- Quinn-Ora is immune to damage caused by the **Terrible Tarrasque's Struggling**.

TERRIBLE TARRASQUE'S STRUGGLING

The dire tarrasque struggles against Quinn-Ora's influence, making the chamber a dangerous place to fight. On initiative count 20 (losing initiative ties), the tarrasque causes one of the following effects. The same effect can't happen two rounds in a row.

- The tarrasque stomps one of its massive feet. Each creature touching the ground must succeed on a DC 15 Dexterity saving throw or be knocked prone, and the ground is difficult terrain until initiative count 20 of the next round.
- The tarrasque's tail swings around violently. Each creature in a 30-foot cone directly behind the tarrasque must make a DC 17 Constitution saving throw, taking 14 (4d6) bludgeoning damage on a failure, or half as much damage on a success. Creatures that fail this saving throw are stunned until the end of their next turn.
- The tarrasque shatters part of one of the crystal rods that hold it in place, causing a shower of razor-sharp crystal shards to rain down in a 30-foot cube originating from a random point around the tarrasque's body. Each creature caught in the area must make a DC 15 Dexterity saving throw taking 20 (8d4) slashing damage on a failure, or half as much damage on a success.

Freehand League Support

If the party freed the Freehand League agents in the cells (area 15) or otherwise have at least three Freehand League agents, such as Frankie, with them during the confrontation with Quinn-Ora, they gain the aid of these agents. They do not fight in the combat directly but provide support to the party, acting like Legendary Actions for the party. On initiative count 10 (losing initiative ties), the league agents take one of the following actions of the party's choice:

- The agents distract one of Quinn-Ora's minions. The next attack made against this creature before initative count 10 of the next round is made with advantage.
- The agents stabilize a creature that has been reduced to 0 hit points.
- The agents attack one creature in the Tarrasque Containment Facility, pelting it with rocks and debris. ***Ranged Weapon Attack:*** +5 to hit, one creature. *Hit:* 3 (1d6) bludgeoning damage.

RITUAL'S END

Whether or not the party manages to stop her, Quinn-Ora's plans end in failure.

Quinn-Ora Succeeds. Quinn-Ora mistakenly believes she has finally combined her patron with the tarrasque and reaches to pick up the shriveled token that has formed. As she does so, it explodes in a purple swirl of energy as the tarrasque's resistance to magic reasserts itself violently. Quinn-Ora and all other creatures in the cavern are knocked prone by a shockwave of power. The *Xanu shards** pulse with brilliant light. The arcane forces within the chamber shatter the rods holding the tarrasque.

Quinn-Ora Fails. If Quinn-Ora fails or is killed while performing the ritual, the immense powers of Xanu, the Splicer, and the dire tarrasque clash in an awesome storm of power. As the tarrasque's arm regenerates and The Splicer's limb vanishes, the rebounding energy shatters the rods restraining the tarrasque.

> A burst of dazzlingly bright arcane energy explodes through the room. For a moment, a horrible silence hangs in the air, and then the tarrasque twists. The crystal rods holding it in place crack and shatter as it breaks free from its confines with a roar of triumph.

Quinn-Ora's End. Whether the ritual succeeds or fails, the Splicer punishes Quinn-Ora for her hubris. If the party does not kill or take her hostage, dozens of shadowy purple hands with long, spidery fingers appear from nowhere and grasp Quinn-Ora. The hands drag her away into a dark portal, which winks out of existence.

A DIRE ESCAPE

Freed from its bonds, the **dire tarrasque*** lets out an ear-splitting roar as it claws its way to freedom, bringing the facility down around it. Each creature that can hear the roar must succeed on a DC 15 Constitution saving throw or be deafened for 1 minute. Deafened creatures can repeat this saving throw at the end of each of their turns, ending the effect on a success.

> The cacophony of smashing rock and metal is overshadowed by the gut-trembling roar of the tarrasque as it stretches its massive clawed limbs. Debris rains down it as it smashes up through the top levels of the facility. With supernatural force, the monster tears through stone and earth alike as it surges up and out onto the surface.

Rocks Fall. Each creature within the facility when the dire tarrasque escapes must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) bludgeoning damage from falling debris.

Tarrasque Escape. Screams and sounds of destruction can be heard from above. The party is hundreds of feet below ground beneath a dire tarrasque-sized hole leading up to the surface. See **Chapter 1** for how to run the tarrasque's rampage.

CONCLUSIONS

Once Quinn-Ora is killed or taken by the Splicer, the enchantment keeping the beastfolk of Alchemist's Quarry under her sway breaks, leaving the newly freed townsfolk only seconds to spare before the dire tarrasque bursts from the center of town. Alchemist's Quarry is completely destroyed during the tarrasque's escape, and many lives are lost. Some inhabitants manage to find cover and survive, including Frankie, Abby, and Maurice's husband, Roy.

Over time, the newly made crater that was once Alchemist's Quarry fills with water from the surrounding swamp. Both foreclaimer technology and the secrets of Quinn-Ora's magic are lost to the muck, leaving only rubble to mark their resting place.

LEVEL UP

If the party defeats Quinn-Ora before she is taken by the Splicer, they level up.

Jess Jackdaw

CHAPTER 9
WELL, QUACK

This chapter introduces several ways to transition into the next major arc of the adventure—dealing with the dire tarrasque and opening the portal to Seelia.

Depending on your party's choices up to this point, any connections they have established with various NPCs, and what they have learned about foreclaimers up to this point, select the path forward that suits your game.

IN THE RUBBLE OF ALCHEMIST'S QUARRY

Frankie and the Survivors. The surviving citizens of Alchemist's Quarry need to be escorted across Alchemist's Swamp to safety—though nowhere is truly safe while the dire tarrasque is loose. If she is alive, Frankie leads the efforts to help the survivors and relocate them to the safety of Haibrin. There are enough supplies left in the destroyed town to rest and shelter for a few days if needed. If Maurice and Roy are reunited, they approach each other tentatively. Although Roy is not the same person he was before he was transformed, he and Maurice eventually fall in love again.

Jack and Hethkal. Shortly after the dire tarrasque escapes, Ohio Jack arrives to help with a companion the party has not yet met. He introduces his friend as Hethkal [he/him]. Together they lead an effort to retrieve the solar crystal from the ruined Tarrasque Containment Facility. The party can assist with this task if they wish.

Concerns. Although Hethkal and Jack set the quest to retrieve the solar crystals in motion, neither ever intended for something as awful as the dire tarrasque being freed to happen. If the party came to Alchemist's Quarry seeking a solar crystal, Jack feels responsible for any harm they have suffered and the devastation caused by the dire tarrasque.

ROLEPLAYING HETHKAL

Hethkal uses the statistics of a **foreclaimer scout*** without the augmentation trait. He speaks Common and Elvish in addition to Stelkin. He is a serious man who is always listening and looking for any sign of a threat. He has dusty green hair that he wears long and a slate gray complexion. He lacks augmentation circuit lines. Growing up on the run from automatons his entire life has left him highly attuned to danger, so he rarely relaxes. In combat, he prefers to retreat from danger than stand and fight.

History. Hethkal is the child of two of the foreclaimers who stayed behind as the others fled into the other world. His parents were part of the team responsible for closing the portal and shattering Xanu. Having finished this task, their elite team fled into the jungle to hide from the murderous automatons, but most members were killed soon after. Hethkal's parents survived by hiding and occasionally kicking a massive amount of automaton butt. Hethkal was born centuries later. When Hethkal came of age, his parents took him to the Augmentation Lab to perform the augmentation procedure on him. However, they were killed by automatons there before the procedure could be completed. They allowed Hethkal to escape at the cost of their own lives. To this day, he can't understand their choice as it seemed to go against everything they had taught him about how to be a "proper" foreclaimer.

What Hethkal Knows. Everything Hethkal knows about the foreclaimers comes from stories his parents told. He knows about Xanu from these tales; to Hethkal, Xanu is the monster that destroyed his people. He knows that the switch to open or close the foreclaimer portal is located in Fool's Crossing and the locations of the pedestals the solar crystals must be placed in to activate it. He doesn't know anything about life on Seelia.

Goals. Hethkal longs to be reunited with his people, either on this side of the portal or the other. While slow to trust, he is willing to work with anyone he believes will help him contact his people. A few years ago, Hethkal allied with Ohio Jack. He has been helping the researcher gather information about the locations of the solar crystals in the hope that the portal can be opened again. Now that the dire tarrasque is on the loose, he is more determined than ever that the portal must be opened.

Searching for Connection. Within Hethkal there is a tension between the caution he was taught by his parents and his natural curiosity. He has watched newcomers arriving in Bellowing Wilds with interest but rarely interacted with them. Hethkal is lonely and could form friendships if he is shown kindness and allowed to develop his empathetic side. If he is treated harshly or intimidated, he will fall back into what he believes to be proper foreclaimer behavior, becoming cold or even hostile.

Reaction to Other Foreclaimers. If Hethkal meets another foreclaimer, he approaches them with huge admiration and excitement. Even if they don't know anything more about the foreclaimers than he does, he is likely to follow their lead.

Ideal: "My parents taught me the foreclaimers were a great civilization. I will honor their legacy."

Bond: "I long to find a true home—on the other side of the portal or maybe somewhere else."

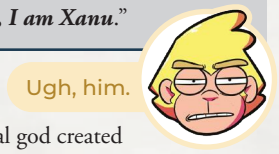
Flaw: "I'm a little naive and idolize the foreclaimers."

XANU APPEARS

Following the events of **Chapter 8**, the party should now be in possession of at least one *Xanu shard**. If they have not acquired one, Ohio Jack finds several as he searches for the solar crystal and brings them to the party.

As the party is completing a long rest, Xanu manifests and introduces himself.

> A translucent figure shimmers into sight. His steel-gray skin is covered with glowing lines of bright white light emanating from a gem in the center of his forehead. In a deep, resonant voice that rings inside your head as if it got there without the help of your ears, he speaks, "***Hello, I am Xanu***."



Xanu's Origins. Xanu is an artificial god created by the foreclaimers after they used their technology to absorb the Anahael, Stella, one of the two sun gods. The foreclaimers used half of this stolen divine power to create a perfect being to act as their new god. However, once they began to test Xanu to determine whether their new creation was worthy, they found him to be deeply flawed as he had too much empathy. Xanu suffered through countless cruel tests as the foreclaimers tried to establish what had gone wrong. Their brutal treatment caused Xanu to view the foreclaimers as a threat not only to himself but to the whole world. He turned the foreclaimers' automatons against them.

Scattered Centuries. As Xanu was shattered, the crystal shards containing his essence were scattered across the Bellowing Wilds in a massive explosion. Centuries later, people who found the shards considered them good luck charms and passed them down in their families. Other shards changed hands for huge sums of money, being sold to various arcane researchers or hunted down by those who wanted power. Eventually, Quinn-Ora amassed the largest collection of *Xanu shards** in the Bellowing Wilds, attempting to use Xanu's power in her ritual involving the tarrasque. While his pieces were scattered, Xanu was only half aware of the world around him. When Quinn-Ora brought enough shards together, Xanu's consciousness was strengthened, allowing him to see an opportunity to finally destroy the foreclaimers completely.

Divine Shards. Typically, Xanu is only visible and audible to creatures that are attuned to a *Xanu shard**, but if enough shards are gathered in one place, he can create an illusion of himself above the gathered crystals that can be seen and heard by all creatures. If all of his shattered pieces were reconnected, he would be able to manifest fully as a god once more.

By Your Hands. In his shattered form, Xanu can't directly affect the world. He can only do so through influencing and empowering creatures who possess his *Xanu shards**. Therefore, he attempts to bring any such creatures around to his point of view by any means necessary. Should Xanu be able to manifest fully once again, he would immediately follow through on his plans for revenge by himself. Until then, he will try to guide others to carry out his revenge for him.

Righteous Revenge. Xanu despises the foreclaimers and believes they are monsters for what they did to him and the countless other creatures they experimented on. He fears what might become of the Bellowing Wilds and the people here if they return. In his view, Ambria will only be safe once all foreclaimers are eliminated.

ROLEPLAYING XANU

Design and Destiny. Xanu views himself in opposition to the foreclaimers in all things; where they were heartless, he cares for living things; where they were cruel, he will be kind. However, he lacks the self-awareness to see that his own desire for revenge through a foreclaimer genocide brings him closer to the cruelty of the foreclaimers than he would ever wish to be.

Approaching Empathy. Xanu is generally empathetic to all creatures but sometimes struggles to grasp the concept entirely and will not hesitate to turn against anything that prevents him from achieving his goal of revenge.

Integrity. Despite hating foreclaimers, Xanu was still influenced by their culture. He values efficiency and integrity, and as a result, Xanu will never tell a lie. Though he is always true to his word, he is not above omitting information if it helps him further his goals or if he doesn't trust the listener.

A Lil' Awkward. Xanu speaks bluntly and with extreme precision. His early years trapped in a foreclaimer lab, followed by centuries of his consciousness being trapped inside scattered crystal shards, have left him little understanding of social niceties or conventions. This can come across as either charming in a bumbling way or very rude. He generally has a flat, calm tone unless he is angry or embarrassed.

Capacity for Change. Xanu is far younger and more adaptable than most other gods. His personality can still be shaped by new experiences. So far, his experiences have sucked in a major way, but his future is still unwritten. Changing the mind of a god is never easy, but with Xanu, it's not completely impossible.

Ideal: "I will be better than those who made me."

Bond: "I want to be a caring god for all living souls… except the foreclaimers."

Flaw: "I am consumed by my need for revenge against the foreclaimers."

Foreclaimer Nuances

In the original Fool's Gold Campaign, the player character Gothi provided a counterargument to Xanu's belief that all foreclaimers are inevitably unempathetic and evil. In this adventure, Hethkal can be used to provide a similar perspective if the party does not have a foreclaimer player character. Xanu and Hethkal can present different perspectives on the foreclaimers and help the party understand that while Xanu has suffered and deserves justice and healing, killing all the foreclaimers is wrong and will only continue the cycle of suffering.

This was definitely a difficult conversation at our table. We had to grapple with the question, "If it's in their nature and they don't know any better does that mean they deserve to die?"

DEALING WITH THE TARRASQUE

The **dire tarrasque*** is an incredibly powerful creature, and it poses a serious threat to the Bellowing Wilds and the whole of Ambria. Left unchecked, it could destroy the world.

Now that it has escaped its confinement, the tarrasque will move throughout the Bellowing Wilds and attack areas at random. It destroys indiscriminately, stopping only when there is nothing left to destroy. See **Tarrasque Rampage** in **Chapter 1** for how to run the tarrasque's movement and destruction once it escapes confinement.

ROLEPLAYING THE DIRE TARRASQUE

The tarrasque acts more like a living natural disaster than a creature. It can't be persuaded, reasoned with, or intimidated. It is a pure embodiment of destruction.

Ideal: "Destruction."
Bond: "Destruction."
Flaw: "Destruction."

TARRASQUE SOLUTIONS

Several NPCs believe that they have the solution to dealing with the tarrasque and want the help of the party:

- **Jack and Hethkal** believe that the foreclaimers on the other side of the portal could help defeat the tarrasque since they have done it before. Jack wants the party to help him locate the last two solar crystals and open the portal. Hethkal (see **Chapter 1**) will reveal himself to the party if he believes it will encourage them to take on the quest.
- **Xanu** also wants to open the foreclaimer portal and send the tarrasque through it to finish off the foreclaimers. Depending on how much he trusts the party, he will either reveal his true genocidal goal, or he will omit his true motivation. Instead, he will suggest that the portal itself might be able to destroy the tarrasque as it shattered him when it last closed.
- **Mr. Wizardly** could *wish* the tarrasque back to stasis, but he can't be bothered. Instead, he's interested in any plan to defeat it that would be entertaining, and he will support the party if they come up with any scheme that is just wild enough to work. He also has *teleportation circles* set up throughout the towns of the Bellowing Wilds and will let the party use them if they are planning to deal with the tarrasque. Yes, he has had the *teleportation circles* all along. No, he didn't think to offer them earlier.

PORTAL QUEST

Both Xanu and Hethkal know that the portal the foreclaimers used to escape was powered by the solar crystals created from half of the goddess Stella's energy. In total, the foreclaimers created ten of these crystals. Five were used to open the portal thousands of years ago. These were destroyed when the portal was closed and Xanu shattered. The remaining five had been used throughout Stellandi to power key sites and remain there to this day.

The party should have already retrieved the solar crystals from the Power Crystal Production Site (**Chapter 3**), the Automaton Factory (**Chapter 5**), and the Tarrasque Containment Facility (**Chapter 8**). If they have not yet done so, they can complete those quests now.

The two remaining unexplored foreclaimer facilities that contain solar crystals can be approached in any order the players choose:

- **Augmentation Lab**. This lab was where foreclaimers performed augmentation, both on their people and other creatures. Numerous augmented creatures are kept in stasis, and the site has been turned into a "zoo" by locals. It is located just outside of Pyrite, and the key to the lower levels is kept by the Mayor of Pyrite. See **Chapter 10**.
- **Bi-Gem Station.** While it was operational, this facility was dedicated to both light and soul energy research. It is where the foreclaimers absorbed the Anahael Stella, distributed her energy into crystals and later created Xanu. It is also the location of a powerful foreclaimer automaton, the **mech dragon***. The Bi-Gem Station is located near the ruins of Lei'Sha and Alchemist's Quarry. See **Chapter 11**.

Optional Rivals

If the party chooses not to pursue the solar crystals or you want to add additional time pressure—if a rampaging tarrasque isn't quite enough—you can deploy Goddrick's Vanguard as rivals (see **Chapter 4: Chaos Zone**). Ethori and Bremeck will seek out the solar crystals either from the party or the facilities. If they succeed in gathering all the crystals, they will not evacuate the town of Fool's Crossing before opening the portal.

Although their priority is opening the portal, the Bremeck and Ethori are also concerned about the dire tarrasque. It would be impractical for the Rachaka foreclaimers to return to the Bellowing Wilds if it has been destroyed by the dire tarrasque. Bremeck believes that Goddrick III will be able to solve the problem. Ethori is more cautious and wants to make sure the tarrasque is neutralized before they open the portal.

The Vanguard and Xanu. Ethori and Bremeck aren't directly hostile to the party unless they learn that the party has allied with Xanu. If they believe that the party is helping him, they will ambush the party and try to steal any *Xanu shards**. If any creature has a shard embedded in its body, the Vanguard will try to kill it so they can extract the crystal and prevent anyone from helping Xanu.

Amalgahound on the Loose

CHAPTER 10
ZOO CRISIS

Located just east of Pyrite, the Augmentation Lab was the primary research site for foreclaimer augmentation and still houses many of their experiments, locked in stasis. The first floor of the lab has been transformed into an exhibit for the amusement of Pyrite's citizens, who refer to it as the zoo.

Key. Further exploration deeper into the lab is blocked by a locked door. Its key is held by the half-orc mayor of Pyrite, Mayor Joe [he/him] (**gladiator**), and this fact is well known in Pyrite. Mayor Joe can be persuaded to give up this key if they believe doing so will benefit their town. If they can't, the party will need to find another means of obtaining the key from him.

Powered and Unpowered

The Augmentation Lab is relatively safe to explore while it is powered by its solar crystal. However, removing the solar crystal will shut off the system that keeps the various dangerous creatures here in stasis, allowing them to run rampant. The challenge of the Augmentation Lab is not getting in but getting out alive with the solar crystal. Each area in the Augmentation Lab has a description of it in its powered state followed by its unpowered state.

I really love Felix's design here. You get to see all these scary monsters caged up before you realize you're gonna have to fight them! It's like a reverse dungeon.

Avery Howett

WHAT LURKS IN THE AUGMENTATION LAB?

VISITORS AND STAFF

Dozens of visitors (**commoners**) are walking around the main floor and upper floor. The zoo staff wear smart red uniforms.

EXPERIMENTAL CREATURES

The main and upper floors contain many highly dangerous creatures that were captured by the foreclaimer and used in their development of new augmentation procedures. While the solar crystal keeps the stasis fields active, all these creatures are all safely contained and can be viewed by visitors. Many of the creatures locked in stasis have augmentations that alter one or more of their abilities or traits. If released, they are all highly aggressive.

AMALGAHOUND

Representing the pinnacle of foreclaimer organic augmentation, the **amalgahound*** is an attempt at creating an apex predator in the image of Girivor, the two-headed sharkhound divine familiar of the god Haisea. Xanu's Decimation put an end to "Project Apex." If released, it acts aggressively toward anything and everything, but particularly anything else that looks like an amalgahound.

DOOM DUCK

At the very bottom of the lab, there is an entire floor dedicated to holding a **doom duck***. The duck is incredibly dangerous. What does it want? Nothing good. Why does it wear a hat? No one knows. Should the party fight it? Absolutely not!

Exploring the Augmentation Lab

The Augmentation Lab has the following features unless otherwise noted:

- **Dimensions.** The corridors and rooms are 15 feet high, and the walls, floors, and ceilings are made from an opaque white glass-like material.
- **Lighting.** The whole lab is bathed in a gentle white light that emanates from the walls and ceiling. This illumination ends when the lab is no longer powered by the solar crystal, plunging the entire lab into darkness.
- **Stasis Fields.** The force fields containing the exhibits are potent foreclaimer technology and cannot be bypassed by physical means, magical effects, or spells. They turn off automatically if the solar crystal powering the lab is removed.
- **Doors.** All doors in the lab are 5 feet wide and open automatically when a creature steps within 5 feet of them if they are unlocked.

AREAS OF THE AUGMENTATION LAB

The following areas correspond with the **Augmentation Lab** map.

1. LOBBY

The doors slide open with a gentle swoosh, revealing a ticket booth and gift shop. Further inside, a crowd of people is gathered, ooh-ing and ahh-ing in front of a display. A winding path outlined by plush ropes leads to a window where a cheerful bronze dragonborn is selling tickets.

The entrance is 15 feet wide, and its two sliding doors open and close automatically as creatures approach. The lobby widens out into a hall that is 35 feet wide and 80 feet long.

Plush red ropes are set up on stanchions, forming a line for visitors to queue up and get tickets from the ticket booth (area 2).

Guard. A bored dwarf **guard** named Gunnar [he/him] sits on a tall chair by the entrance. He hates his job but is saving up to go to culinary school in Pyrite.

Staff Only. Two doors on the north side of the hall lead to areas 2 and 5. Both have signs on them in Common, Draconic, and Orc that read "***Zoo Staff Only***." Both are usually locked, and all staff members carry the keys. They can be opened with a successful DC 15 Thieves' Tools check or a DC 17 Strength (Athletics) check.

UNPOWERED.

The entrance doors automatically close and lock to prevent any of the experiments from escaping in the case of power loss. The doors have an AC of 18, 150 hit points, and are immune to poison and psychic damage. They can also be opened using the *knock* spell.

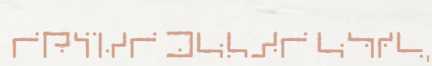
The human staff member from the gift shop (area 3) is attempting to pry open the doors with no success.

2. TICKET BOOTH

A bronze dragonborn (**commoner**) is working at the ticket booth, accepting payment for tickets to access the zoo. She will ask Gunnar, the guard, to remove anyone who refuses to pay the entry fee. Her name is Mistralla [she/her], and she hates the smell of the hot dogs served in the exhibit hall.

Tickets. Tickets to enter the zoo are 2 sp per person.

Trapdoor. There is a hidden trapdoor in the floor of the northeast corner of the room that can be noticed with a DC 20 Intelligence (Investigation) check. The zoo staff members are not aware of the trapdoor. Opening the trapdoor with a successful DC 18 Thieves' Tools check reveals a sign in Stelkin on the underside of the trapdoor that reads, ***"Escape Route Only."*** and a ladder that leads down to area 20 on the Containment Floor.



UNPOWERED

1d4 visitors, Mistralla, and Gunnar have taken cover inside the ticket booth. They are cowering and unable to escape on their own. Gunnar can be persuaded to help with an escape plan with a successful DC 15 Charisma (Persuasion) check. Otherwise, he refuses, saying he doesn't get paid enough to deal with this kind of thing.

3. GIFT SHOP

Visitors are browsing the shelves and stands stocked with monstrous plushies, knickknacks, and souvenirs. A half-elf child is hugging a toy sharkhound and crying that they really, really, really want it.

The south side of area 1 has been turned into a gift shop. The sales desk is being run by a smiling human man (**commoner**). His name is Kedry [he/him], and he loves working at the zoo because he finds the animals genuinely fascinating. 2d6 visitors are browsing the gift shop at any time.

ZOO GIFT SHOP

Zoo Merchandise	Price
Amalgahound Hat	5 sp
Plush Toy Sharkhound	4 sp
Wind-up Magmonkey	1sp
Set of 5 Postcards	2cp

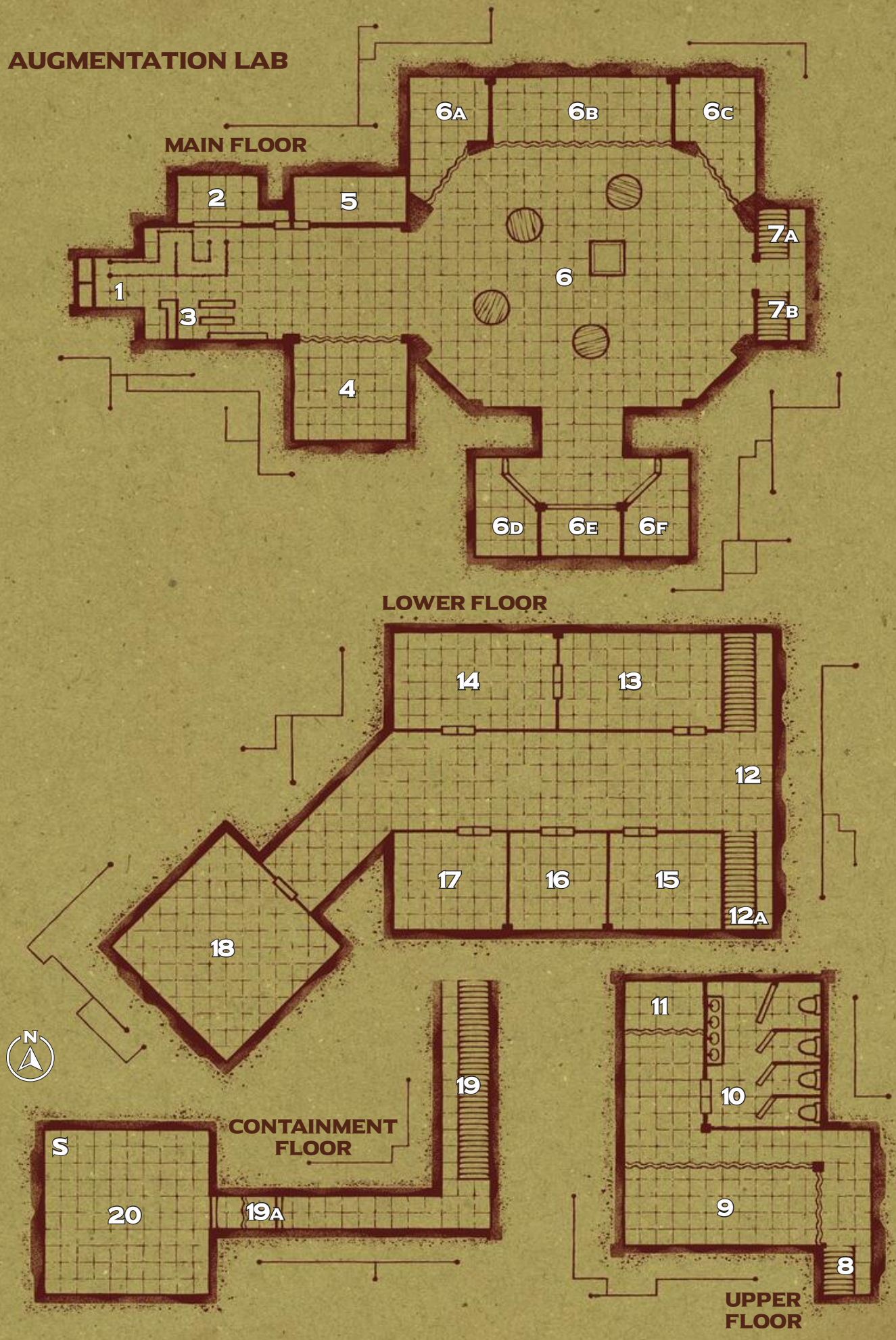
4. AMALGAHOUND DISPLAY

Frozen in a glimmering blue field of energy is a massive sharkhound-like creature. Its body bears scars from many grafts and additions. It is covered in thick armor plates interspersed with goopy ooze, and it has three thorn-covered tails. Both of its heads are snarling in rage or perhaps pain. A plaque in front of the exhibit notes, "***This creature may have been mutated by chaos magic. If it weren't for the field containing it, our researchers suspect it would kill us all.***"

The Amalgahound. This creature was an attempt by the foreclaimers to create the ultimate predator as part of 'Project Apex.' This project was nearing completion when the foreclaimers abandoned this lab. It was being held in stasis for study during Xanu's Decimation.

UNPOWERED

When **amalgahound*** is released from stasis, it moves towards the central exhibit hall (area 6) to begin attacking everything it can, starting with the AmalgaDog cart, which it hates because it bears an image of itself. The amalgahound first attacks anything that looks like an amalgahound, then moves on to attack the strongest thing it can find.



Samantha Rustle

5. STAFF BREAK ROOM

This room is used by the Zoo staff as their breakroom. Large pieces of broken foreclaimer technology have been covered up with thick blankets and are now used as sofas. The door is locked, and each staff member carries a key. The lock can be picked with a successful DC 13 Thieves' Tools check.

UNPOWERED

Screams can be heard coming from behind the door. The room is no longer locked. Mungo, the amalgadog vendor from area 6 has taken cover here along with 2d4 visitors. One of the augmented **jungle sheep*** got in too. Mungo (**commoner**) is fending it off with a broken table leg they are using as a makeshift club.

6. EXHIBIT HALL

On one side of the hall, glimmering stasis fields hold strange creatures—an armor-plated monkey, an enormous crab, and a flock of brightly colored sheep. On the other side, living creatures are kept behind glass. In the center of the hall is a deluxe hot dog stand staffed by someone in a mascot costume. The costume is a cute version of the two-headed monstrosity kept in stasis. Families are enjoying their meals at four picnic tables, and their excited chatter fills the cavernous space.

The exhibit hall is a large room with 30-foot high ceilings. To the north, three experimental creatures are held in stasis. To the south, the stasis pens were damaged during Xanu's Decimation, and their original occupants have long since perished. Instead, the zookeepers have repaired the pens with glass and filled them with unaugmented jungle creatures as live exhibits. To the east, a stairwell is visible with stairs heading up and down (area 7).

Get Yer Hot Amalgadogs Here. There is a hot amalgadog stand in the center of the hall, staffed by a half-orc named Mungo [he/they] in an amalgahound costume. The difference between a hot amalgadog and a regular hot dog is that a hot amalgadog has two sausages in a bun. They are remarkably delicious—this place is run by Pyrite, after all. A hot amalgadog costs 3 cp and comes with mustard and ketchup.

Visitors. 3d4 visitors are sitting at the four picnic tables in the central hall, enjoying their hot amalgadogs.

Mechanical Remnants. A successful DC 17 Intelligence (Investigation) check reveals that something large and metal was once bolted to the floor in the center of the hall but has long since been removed. The foreclaimers used this space to experiment on big creatures, such as the amalgahound.

EXHIBITS

6a, 6b, and 6c hold augmented creatures in magical stasis. When the lab becomes unpowered, they are freed. The stasis fields in 6d, 6e, and 6f failed long ago, and their exhibits have been replaced with creatures from the Bellowing Wilds by the zoo keepers. The pens hold the following creatures:

6a. Augmented Magmonkey. When it is freed from the stasis field, it uses the statistics of a **magmonkey*** with the following alterations. It has two tails. Whenever it attacks with its tail, it can make a second attack with its other tail against the same target. Thick metal plates are growing from its body. It has an AC of 18, and it can't fly due to the weight of its armor plating.

6b. Augmented Crab. A crab as tall as a person is frozen in a glittering blue stasis field, its huge claws raised. When it is freed from the stasis field, it uses the statistics of a **giant crab** with the following alterations. The crab is immune to fire damage. As an action, the crab can exhale fire in a 25-foot line. Each creature in that line must make a DC 14 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

6c. Augmented Jungle Sheep. Seven jungle sheep are held in a stasis field. Although they are magically frozen, they still have a murderous gleam in their eyes.

When they are freed from the stasis field, the augmented jungle sheep move as a flock and use the statistics of a **jungle sheep*** with the following alteration. They have insectoid wings, which give them a fly speed of 25 feet.

6d. Emerald-Throated Hoaxer. This display has a sheet of glass instead of a stasis field. A living **emerald-throated hoaxer*** is on show inside. Its plumage is dull, and the bower it has built is lopsided. It pecks dispiritedly at the glass.

6e. Yellow Ape. A single **ape** sits alone behind the glass. The small enclosure has been designed to look like a hot spring, like the ones near Brushwick. A sign reads, "***The yellow-furred ape is endemic to the Swamp-Rock Mountains. These highly social creatures enjoy bathing in hot springs.***" A second handwritten sign reads, ***"DO NOT TAP GLASS!"*** If freed, the ape is not hostile but will defend itself. If characters communicate with it, the ape expresses a wish to return to its family.

6f. No Ink Pot Frogs. This display has a sheet of glass instead of a stasis field. A handwritten sign stuck to the glass reads, "***Ink Pot Frog Display Under Maintenance. Come Back Soon!***"

UNPOWERED

Chaos is unfolding in the exhibit hall. The amalgahound roars with both heads, almost drowning out the screaming visitors.

The **amalgahound*** is tearing apart the hot amalgadog stand in the middle of the hall and attacking anything that gets close. It has already wounded 1d4 visitors. A successful DC 13 Wisdom (Insight or Nature) check reveals that the amalgahound is particularly aggressive toward anything it perceives as a challenge to its status as a supreme predator, especially things made in its image.

The hot amalgadog vendor has fled to area 5. The remaining visitors have scattered across the zoo.

7. STAIRWELL

7a. Stairs and Ramp Up. To the north, stairs and a ramp lead up to the upper floor, emerging at area 8. A sign with an arrow pointing up the stairs reads, "***Washrooms***," in Common, Draconic, Elvish, and Dwarvish.

7b. Stairs and Ramp Down. To the south, stairs and a ramp lead down to a locked heavy metal door that leads to area 12. The key to this door is held by the Mayor Joe of Pyrite. The lock can be picked with a successful DC 18 thieves' tools check, or the door can be broken down with a successful DC 26 Strength (Athletics) check. Breaking the door down attracts the attention of the guards on both the main and lower floors.

UNPOWERED

If it has not already been dealt with, the **hooded reaper*** from the upper floor is found here. It is highly territorial and will attack anything that tries to move past it. However, it won't venture any closer to the **amalgahound*** in the exhibit hall.

UPPER FLOOR

8. STAIRWELL

The stairs and ramp lead up from area 7 to this area. The head of the hooded reaper displayed in (area 11) is pointed toward the stairwell, making it the first thing a visitor sees on entering this floor.

9. HOODED REAPER DISPLAY

> The hideous, rearing form of a hooded reaper bares its terrible fangs. Fortunately, it's simply one of the exhibits in stasis.

1d4 visitors are pausing to look at the hooded reaper on display. This hooded reaper had only recently been captured by the foreclaimers before Xanu's Decimation. Four *foreclaimer arrows** are embedded in its side, and it doesn't have any augmentations.

UNPOWERED

Freed from stasis, the **hooded reaper*** attacks any visitors on this floor before slithering down the stairs to area 7.

10. WASHROOMS

The washrooms have four toilet stalls and a wide sink. These facilities are used by both visitors and staff. They are spotless and smell of an astringent apple-scented cleaner.

UNPOWERED

2d4 visitors (**commoners**) are hiding from the hooded reaper here.

11. AUGMENTED SHARKHOUND DISPLAY

> A sharkhound is displayed in stasis in this case, mouth wide and showing rows of teeth made of adamantine.

UNPOWERED

Unlike the other creatures, when it is freed from stasis, the augmented sharkhound is not immediately aggressive. It is agitated but can be calmed with a DC 14 Wisdom (Animal Handling) check or with magic. The augmented sharkhound uses the statistics of a **sharkhound*** with the following addition. Its teeth are made of adamantine, and its bite is considered magical.

LOWER FLOOR

12. LOWER FLOOR STAIRWELL

> The air here is stale and still, and the noise of the crowds above fades out of earshot. The walls and floors are made from the same flawless glass-like material as above, but no posters or adverts have been plastered up here. It is as if whoever once worked here has just stepped away for a moment.

The door at the bottom of the stairs leading down from area 7 opens onto another stairwell. To the west, the lower floor opens up into a hallway. This area has not been altered as heavily as the two floors open to the public above. Despite laying largely undisturbed for centuries, there is no dust here.

12a. Warning of Doom. To the south, a door leads to another staircase that descends to the containment floor below, emerging at area 19. A bright red arcane sign with flashing letters that hover a few inches off the door reads in Stelkin, ***"DANGER: Do not enter the containment area without appropriate precautions."*** This door is magically locked while the site has power and has no visible locking mechanism. It can be opened by using *knock* or similar magic.

UNPOWERED

The door leading to the staircase down to the containment floor unlocks. The red flashing words of warning disappear.

13. AUGMENTATION OPERATION ROOM

> A flat metal bed stands in the middle of the room, surrounded by ominous-looking mechanical arms that bristle with surgical equipment. Four thick metal restraints line the edge of the bed, currently standing open.

This is where foreclaimers received their augmentations. A control panel for the augmentation equipment lights up when approached. Characters with a passive Perception of 14 or higher notice a stain on the wall and floor near the door. A successful DC 17 Intelligence (Investigation) or Wisdom (Survival) check reveals that the stain is dried blood, so old that it almost completely crumbled to dust.

Augmentation Equipment. The augmentation equipment can be activated if a *charged power crystal** is inserted into an appropriate slot. Operating it requires a DC 15 Intelligence (Arcana) check. Characters who understand Stelkin make this check with advantage.

If used on an augmented foreclaimer, the machine will detect their already existing augmentation and not activate.

If an unaugmented foreclaimer enters the machine and it is activated, the equipment will function as intended. The foreclaimer becomes unconscious for 1 hour, after which they wake with an augmentation (see **Part 6**) and two levels of exhaustion.

Unless it is properly recalibrated with a DC 27 Intelligence (Arcana) check, if it is used on a non-foreclaimer humanoid, the equipment activates, restraining the target for 10 minutes (escape DC 18) and dealing 15 (6d4) piercing damage every 6 seconds as the machine attempts to graft on an incompatible augmentation.

If the solar crystal is removed from the Power Room (area 18), the equipment ceases to function.

Remains of Combat. Three non-functional chargers and a shadow walker lie in pieces on the floor. These are the automatons that killed Hethkal's parents. Two dull power crystals and the remains of augmentation circuitry rest alongside the automatons. These once belonged to Hethkal's parents.

14. RECOVERY ROOM

This room is simple and efficient. Three bare metal beds stand against the north wall, each with a complex foreclaimer machine bolted to the floor next to it. Lines of glowing energy run up from the floor into the machinery.

Foreclaimers would be brought here after their augmentation operations to recover and be monitored for adverse reactions.

Medical Equipment. The medical equipment next to each bed is still functional and can be used to restore 2d4 + 2 hit points to a creature using an action. Each of the three machines has 1d4 charges remaining, and they regain 1d4 each day at dawn. The equipment ceases to function if power is lost or if it is moved from its location.

Foreclaimer Inscriptions. Carved into the wall facing the beds are phrases such as, "***Productivity leads to positivity***," "***Your effort is important,***" and "***Embrace the efficiency of efficiency***" in Stelkin.

15. WAITING ROOM

This room has two rows of chairs with upright backs. In one corner, there are three crates of amalgadogs, each weighing 200 pounds, and two barrels containing 12 gallons of ketchup and mustard, respectively. A *decanter of endless water* sits on top of the crates. In the days of the foreclaimers, this room was used by patients waiting for their augmentation procedure. Now, it is used as storage by the zoo staff above.

16. SUPERVISOR'S OFFICE

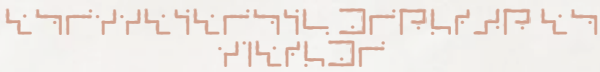
There is a wide desk made from dark stone shot through with gold stands at the eastern side of the room. A foreclaimer terminal sits on top of it and glows to life if it is approached. It is powered by a soul gem and continues to work even if the lab is unpowered. It has a keypad consisting of the entire Stelkin alphabet.

Failsafe Code Generator. On the desk is a machine holding four cylindrical tumblers covered in Stelkin letters. This produces the daily failsafe override code.

The four cylinders bear the following strings of Stelkin letters:

When read from left to right, starting with the first letter on the first tumbler followed by the first letter on the second tumbler, and so on, the phrase, ***"Inefficiency results in failure,"*** can be seen. This is the failsafe code, which can be inputted into the terminal on the desk. Inputting the code while the facility is still powered produces an error noise but otherwise has no effect.

Airlock Code. Resting on the desk is a pale green crystal with glowing red Stelkin numbers on its surface. This is half of the airlock code that can be used in area 19. It reads 4, 21, 3, 11.



UNPOWERED

A bright purple light shines from the terminal on the desk, pulsing brighter and brighter at random intervals as the soul gem that powers it absorbs the souls of the people dying upstairs.

Failsafe Override. Inputting the failsafe code, ***"Inefficiency results in failure"*** into the terminal in this area will cause the front doors of the zoo in area 1 to unlock if the lab has lost power.

17. RECORD OFFICE

This room is lined with large filing cabinets filled with notes on augmentation procedures and the experiments that the foreclaimers carried out. The Mayor of Pyrite has been slowly selling these records off, so most of the cabinets are empty.

Airlock Codes. Among the few remaining notes is a pale green crystal with glowing red Stelkin numbers on its surface. This is half of the airlock code that can be used in area 19. It reads 4, 15, 15, 13.

Records. The records here have survived as they are written on foreclaimer paper, a particularly durable material made from a pulp of a common jungle plant mixed with powdered depleted power crystals. It is stiff and shiny, and the words on it, written in an inkpot frog ink, are as fresh as the day they were written. A successful DC 15 Intelligence (Investigation) check reveals notes in Stelkin on the creation of the amalgahound.

18. POWER ROOM

The Power Room is accessed through a heavy metal door with inscriptions in Stelkin noting ***"Power Room"*** and ***"Warning: Do Not Enter."***

A massive white crystal glows and hums inside a cradle of tubes and wires flowing down into the floor. The room is dazzlingly bright as the crystal pulses with energy.

Solar Crystal. The solar crystal that powers the facility rests within a metal cradle in the center of the room. A creature that touches the crystal directly or with a metal object while it is actively powering the facility must make a DC 18 Constitution saving throw taking 35 (10d6) radiant damage on a failure, or half as much damage on a success. Whenever this damage is dealt, the lights in the entire facility flicker. If the crystal is removed from the cradle, it no longer causes radiant damage and all areas become unpowered.

Dazzlingly Bright. Creatures that enter this room must make a DC 16 Constitution saving throw. On a failure, a creature has disadvantage on Perception checks that rely on sight for the next 2d4 minutes after leaving this room and can't benefit from its darkvision trait for the next ten minutes.

UNPOWERED

A persistent hum that was barely noticeable until now stops suddenly. The lights go out. Then, there are screams in the distance. Lots of screams.

Unpowering the Zoo. As soon as the solar crystal is removed from its cradle, the power to the rest of the facility is shut off, and the facility switches to its emergency mode, locking down the front door (area 1). The lights go out. The stasis fields shut down,

PROJECT APEX: AMALGAHOUND

Objective: Create a credible challenge to the demi-god Girivor, understood to be Ambria's apex predator.

Features: In imitation of the primordial Girivor, the amalgahound has been given two heads for greater intelligence, problem solving capability, and biting power. Coordination between the heads is excellent.Implanted tar maw fog gland is a partial success. The fog gland is not yet functional underwater. Further development necessary.

Status: Incomplete. Early soul infusions have resulted in chaotic and difficult-to-record results generated under deadly conditions. Subject is excessively aggressive.

At this time, it appears the regenerative dire tarrasque flesh grafts are the only thing keeping the amalgahound alive. Other adaptations lack balance, and the amalgahound is tearing itself apart at the seams. Further tarrasque grafting may be necessary to further stabilize the unit. Estimated lifespan 1-3 years. Keep under crystal-stasis until further notice.

releasing all the creatures contained within them. A calm, monotone voice announces in Stelkin: "***Warning. The power has been disconnected. Ensure the Containment Unit remains functional before proceeding to the nearest exit.***"

Placing the crystal back into the cradle restores the power, the lights, and the stasis fields. However, all creatures on the upper two floors will have already taken the opportunity to escape, and the doors in area 1 will not unlock until the failsafe override code is entered into a pad in area 16.

CONTAINMENT FLOOR

19. HALLWAY

The stairs from area 12 emerge onto a long hallway, which turns sharply to the west.

19a. Airlock. Near the end of the hallway, there is an airlock. It consists of two 10-foot square rooms divided by a solid, transparent door. The doors to and from the airlock are also transparent. Looking through them, it is possible to see area 20 beyond, though the beams of light inside obscure the doom duck within. The first and last doors of the airlock system each feature a keypad with numbers from 1 to 26 in Stelkin.

The codes to airlock doors can be found in areas 16 and 17. The correct order of the codes are:

Door 1: 4, 15, 15, 13

Door 2: 4, 21, 3, 11

This is a letter-to-number cipher, where A=2, B=2, and so on. The correct codes spell out 1: DOOM and 2: DUCK, which also indicates the correct order of the two codes.

Airlock Defenses. Any creature attempting to breach an airlock door without first inputting the correct code must make a DC 20 Constitution check, taking 33 (6d10) radiant damage on a failure, or half as much damage on a success. This trap can be detected with a successful DC 16 Intelligence (Investigation) check.

UNPOWERED

The airlock defenses no longer function. Each of the three airlock doors can be opened with a DC 17 Strength (Athletics) check. The beams of light in area 20 are no longer visible through the airlock.

20. ULTIMATE CONTAINMENT CHAMBER

Brilliant beams of light crisscross the huge room, filling it with light. In the center is… a duck. Just a normal duck… wearing a tiny wizard hat. The duck is just standing there, waiting. The only other feature in this bare room is a wheel high up on the far wall.

This 40-foot square room is crisscrossed with beams of radiant energy that serve to contain its single occupant, a **doom duck***. The doom duck has endured its long imprisonment here but will take any chance it can to escape, but not before it enjoys destroying any creatures foolish enough to free it.

Radiant Prison. The beams of light crisscross the room vertically and horizontally, except for a 10-foot square space in the center where the duck is standing. Each beam is 5 feet wide. Any fiend that starts its turn in a beam takes 52 (15d6) radiant damage. All other creatures who start their turn within a beam must succeed on a DC 15 Constitution saving throw or be blinded until the start of their next turn.

Escape Route. The wheel on the west wall is designed specifically to only be usable by creatures with thumbs. Using an action to rotate this wheel causes a secret door (S) to open in the ceiling and a 90-foot long ladder to extend from above that leads to the trapdoor in area 2. The trapdoor can be opened from the inside using an action.

UNPOWERED

The beams of light that form the radiant prison are extinguished, allowing the **doom duck*** to move freely within the room.

CONCLUSIONS

If the amalgahound escapes the facility, it will flee into the jungle and begin causing destruction wherever it goes. It will seek out other powerful creatures and try to fight them. The only creatures it won't tangle with are the tarrasque and the doom duck.

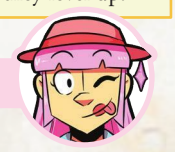
If the party does not kill the hooded reaper, it will take up residence in this facility permanently and lay a clutch of eggs, provided the amalgahound is not also present.

If the facility is left without power, even if the party doesn't venture down to the Containment floor, the doom duck will escape after 1d12 hours.

If the doom duck escapes, it will go about its mysterious ducky business. It might be grateful toward whoever allowed it to escape, or it might swear eternal vengeance against them. You never can tell with doom ducks.

LEVEL UP

If the party successfully completes this chapter, they level up.



Jess Jackson

CHAPTER 11
TWO GEMS ARE BETTER THAN NONE

The Bi-Gem Station was dedicated to energy research. Located between Hero's Ascent and Alchemist's Quarry and a short distance from the ruined town of Lei'Sha, it was where the foreclaimers used the Sun Extractor to absorb the Anahael Stella and seal her power into the solar crystals. Xanu was also created here from the rest of Stella's power.

During Xanu's Decimation, a lockdown procedure was activated, protecting a solar crystal and a massive soul gem within a forcefield and activating the site's defender, the mirror knight. Without the power from the solar crystal, the rest of the facility fell into ruin.

Areas in this chapter correspond with the **Bi-Gem Station** maps.

THE BI-GEM STATION

Exploring the Bi-Gem Station

The Bi-Gem Station has the following features unless otherwise noted:

- **Lighting.** The chambers are unlit. The central shaft and the walkway around it are brightly lit.
- **Dimensions**. The chambers have 45-foot high ceilings.
- **Spiral Staircases.** The four floors are connected by tightly spiraling staircases. Melee attacks made with two hands or with a reach of 10 feet or more are made at disadvantage while on the stairs, and targets that are more than 5 feet away have three-quarters cover from ranged attacks, or full cover if they are more than 10 feet away. The stairs are surrounded by metal tubes.

WHAT LURKS IN THE BI-GEM STATION?

FORECLAIMER AUTOMATONS

Mirror Knight. A powerful mirror knight guards the ruins. It is dedicated to preventing any intruders from disturbing the facility or removing the two crystals that give this station its name. The mirror knight is one of the toughest foreclaimer combat automatons.

Fixers. These hard-working insect-like mechs make sure everything stays up and running. In this crumbling facility, they are constantly busy repairing various fixtures. They will attack intruders if provoked but are programmed to call in reinforcements from chargers and will support them in combat rather than take on enemies themselves.

Chargers and Shadow Walkers. A few **chargers*** and **shadow walkers*** remain within the facility. Due to Xanu's corruption combined with their ancient orders to defend this location, they are highly aggressive.

Supreme Guardian Mech Dragon. Stationed here long ago by the foreclaimers, the **mech dragon*** has remained unpowered here since the fall of the foreclaimer civilization on Ambria. It can be powered up and used as a powerful flying fortress.

Choosing **when** to run this dungeon is key because the party can pick up a mech dragon. Prepare for the hijinks your players will get up to with a giant metal dragon crossed with a flying fortress. Run it early if you want things to get wild!

CRYSTALSIRES

Crystalsire crystals were brought here by the foreclaimers from the Automaton Building Facility for further experimentation. When some unlucky explorers came into contact with them, the crystals took them over, spawning **crystalsires*** from their corpses. They are currently confined to the Research Floor.

ENTERING THE BI-GEM STATION

The entrance to the Bi-Gem Station is a 10-foot wide metal door set into the ground. Thick jungle brush has been cleared away from it, and there are signs that someone has been clearing plants and rocks away in this area recently. The door opens easily, revealing a spiral staircase down to area 1.

Searching around the entrance reveals an area to the southeast of the door where a thin layer of soil has built up over two massive metal plates that meet with a saw-toothed seam. The trees and plants in this area are not as tall as in the surrounding areas. This is the roof of mech dragon hangar (area 4)

UPPER FLOOR

1. ENTRY HALL

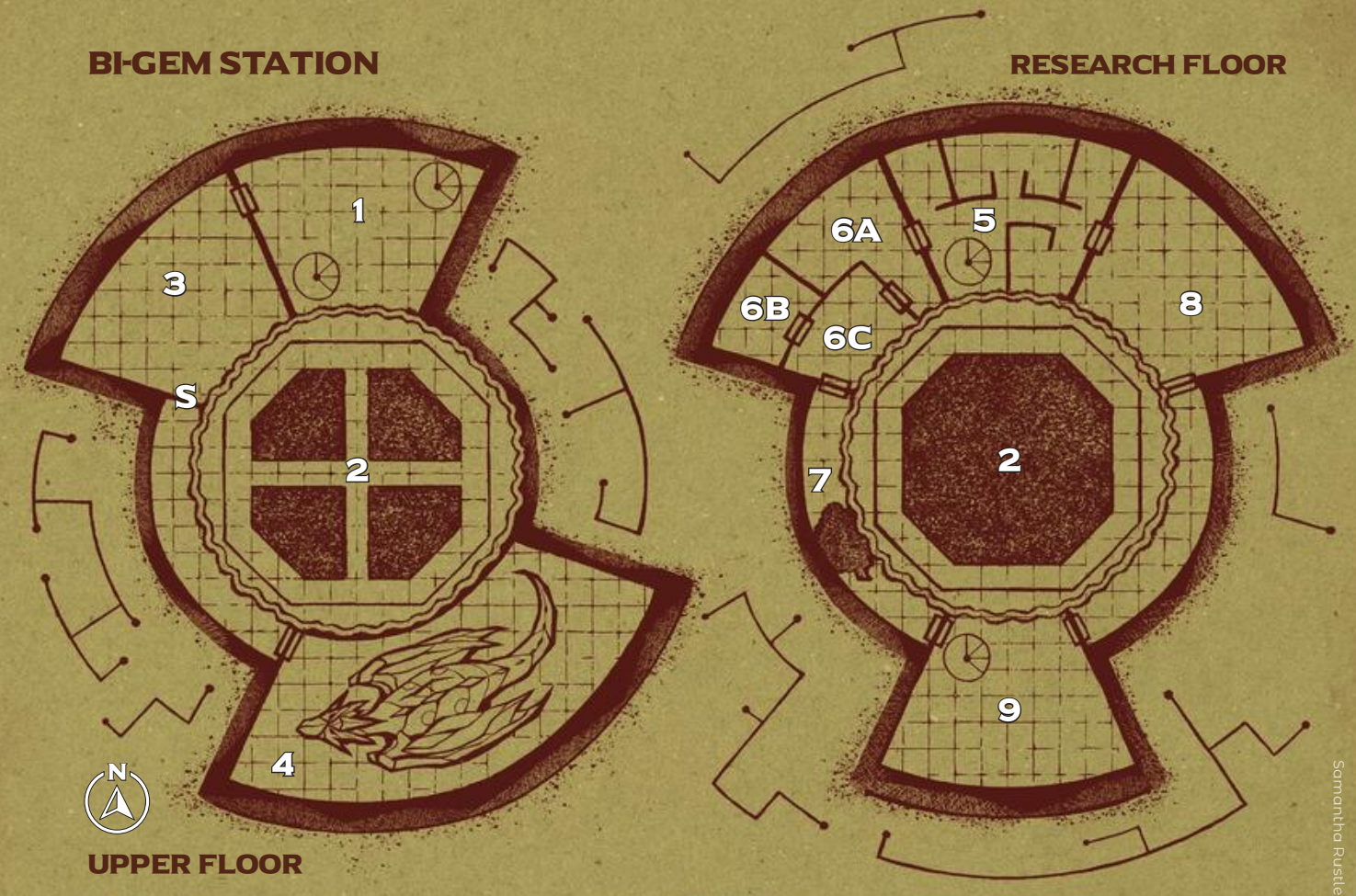
The entry hall is a wedge-shaped room, 50 feet wide at its widest point and 30 feet wide at its narrowest. It opens onto the central shaft (area 2) to the south, currently surrounded by a forcefield.

The dead body of an explorer lies in the center of the floor. She was killed by the two **shadow walkers*** that guard the entrance. These automatons hide on the ceiling, dropping down to attack any creature who enters this room.

Dead Explorer. The body was Lousie-Anna [she/her], a human explorer who entered the ruins and almost immediately died. A DC 13 Wisdom (Medicine) check reveals that the body had been dead for around three days. Any attempts to contact or revive the deceased explorer fail as her soul has been absorbed by the large soul gem in area 2.

Treasure. Searching Lousie-Anna's body reveals a notebook containing the Stelkin alphabet (see **Part 6**) and notes in Elvish speculating that there is a powerful foreclaimer automaton located in this facility. A whip, a hand crossbow, a vial of antitoxin, and a purse containing 5 gp and 45 sp can also be found on her body.

Doors and Stairs. A spiral staircase in the northeast corner leads up to the jungle outside. A doorway on the west wall leads to area 3. South of the door is a spiral staircase leading to area 5.



2. CENTRAL SHAFT

Beyond a sparkling white forcefield, two crystals float over a deep abyss, orbiting each other. One shines white, the other purple. A catwalk circles the edge of the shaft, and two bridges form a cross 10 feet beneath the crystals' dance. Inside the forcefield, a large bull-headed automaton stands on the catwalk. Its body is mirror-like, reflecting light from the floating crystals in a dazzling display. Even though it has no eyes in its fractal face, you can sense that it is watching you.

The Bi-Gem Station is built around an octagonal shaft that is 180 feet deep, reaching from ground level down to the experimentation floor at the bottom of the station. Level with each floor, the shaft is ringed by catwalks on the inside of the forcefield. At the upper floor level, two bridges span the length of the shaft, intersecting in the middle.

Forcefield. The shaft is surrounded by an impassable forcefield that extends into the Ethereal Plane and can't be teleported through using spells such as *misty step*, *etherealness*, or *dimension door*. Objects and creatures cannot pass through the forcefield, and if one touches the forcefield while it is active, it takes 13 (3d8) force damage. Spells and their areas of effect cast from outside the forcefield can't affect creatures or objects within it. The forcefield can be deactivated from the control panel in area 15.

Two Gems. A solar crystal and a soul gem of equal size float, orbiting one another, level with the Upper Floor in the center of the shaft. They can't be accessed or affected by any magic or other force while the forcefield is active.

Mirror Knight. The facility's defender, the **mirror knight***, guards the gems within the central shaft. If the party approaches the forcefield, it will observe them through the barrier, watching the party's movements as long as they remain in its line of sight. It will not make any attempts to attack while the forcefield is active. It will fly between floors to continue watching any intruders. If the forcefield is deactivated, it attempts to kill any intruders it can see before moving upward to defend the two gems. The mirror knight is a patient automaton that grows stronger by watching and learning. Its tactics in combat are informed by what it has seen the party do in the rest of the facility.

3. LOG ROOM

This room was used by foreclaimers to store research materials and logs. Empty bookcases line the walls and fill the center of the room in two rows. They have long since been lost to time.

Secret Passage. A DC 14 Intelligence (Investigation) check reveals a switch on a shelf on the southern wall. Pressing it causes the bookcase to swing outward, revealing a secret door. This leads to a curving corridor that runs around the outside of the central shaft linking this room with area 4. The corridor is walled off on both sides by thick metal walls.

4. MECH DRAGON HANGAR

Inside this massive room lies a magnificent dragon constructed from plates of silver metal. Its eye sockets are dark, and its massive head rests on its enormous claws. The air is stale, and the dragon is coated with a fine layer of dust. The ceiling above is made from two interlocking metal plates.

This hangar houses the **mech dragon***. It is currently deactivated, and neither of its eye sockets is filled with the gems required to power it. The mech dragon was undergoing maintenance here when Xanu's Decimation occurred, allowing it to escape his corruption.

Powering up the Mech Dragon. The mech dragon can be powered up using either two solar crystals or one solar crystal and the large soul gem from area 2. Other soul gems are too small to power the mech dragon.

Exiting the Hangar. The hangar roof is designed to open to allow the mech dragon to exit. Opening the roof requires two five-pronged crystal keys to be inserted simultaneously into a control panel at the back of the hangar. One key is located in area 5, and the other is in area 6c. The roof can also be destroyed with the mech dragon's laser.

Any creature inside the hangar but not inside the mech dragon when the roof opens or is destroyed must make a DC 16 Dexterity saving throw to avoid the jungle debris that falls down from above, taking 14 (4d6) bludgeoning damage on a failure.

RESEARCH FLOOR

All the areas on this floor look onto area 2, and it is possible to see across it from area 5 to area 9, from area 7 to area 8 and from area 6c to the corridor between areas 8 and 9. While the forcefield around area 2 is active, the **mirror knight*** will closely observe the party from inside area 2.

5. CUBICLES

This room contains cubicles and desks scattered in disarray. The foreclaimers worked here first on the engineering of the Sun Extractor and later on new uses for power crystals. The contents of this office were almost completely destroyed during Xanu's Decimation as automatons attacked the foreclaimers stationed here. A **watcher*** remains stationary in the corner. It will reactivate an attack if any creature gets within 10 feet of it.

Hangar Key. The key crystal needed to open the mech dragon hangar (area 4) lies on the floor among the debris, just in front of the watcher. It is a long green crystal that branches into five prongs.

Stairs. A spiral staircase in the southwest corner of the room leads up to area 1.

Doors. A door on the west wall leads to area 6. A door on the east wall leads to area 8.

6. LIVING QUARTERS

This area contains the minimum required facilities to maintain foreclaimer life for those who worked here. Augmented foreclaimers had no need to eat, drink or sleep, so these facilities are sparse.

6a. Power Crystal Recharging Station. Most of the space in this room is taken up by a large machine. The machine was once used to recharge depleted power crystals, but when the facility went into lockdown mode during Xanu's Decimation, it was cut off from the solar crystal's power and is no longer functional. It has a slot on the front panel shaped to hold a power crystal and has a ring of mirrors set up around it like the petals of a flower.

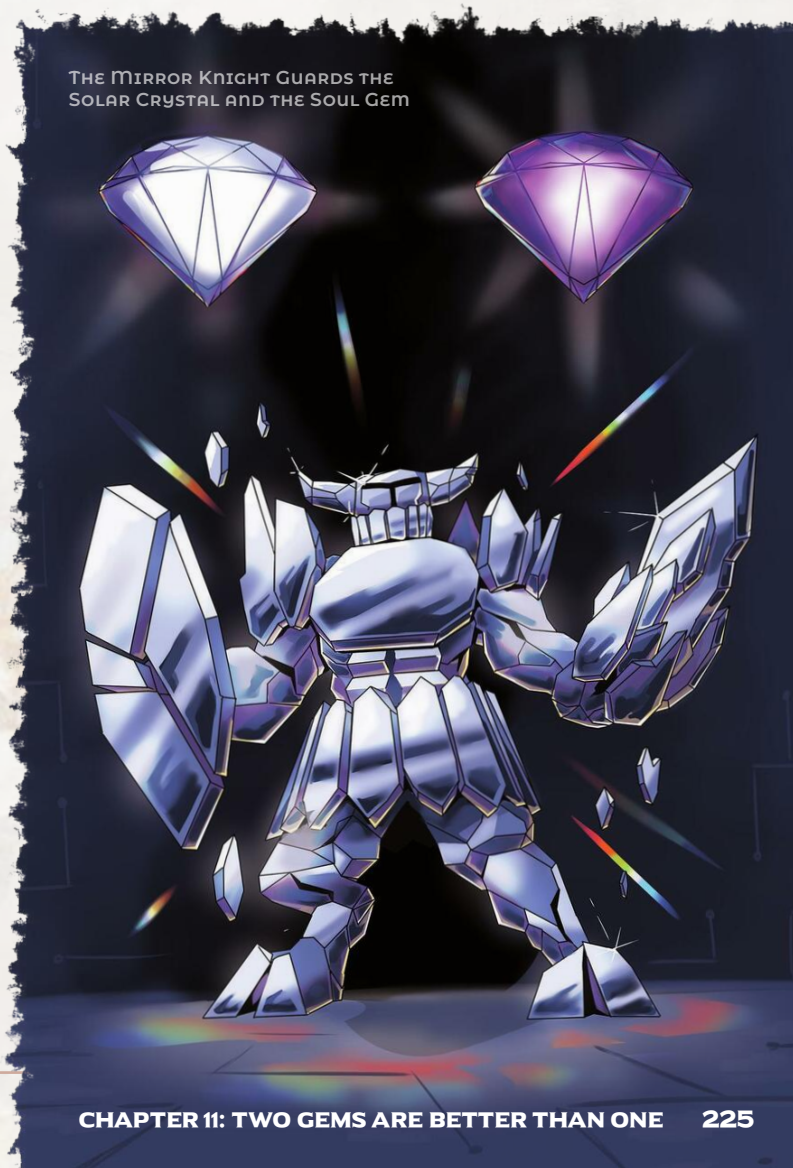
6b. Hygiene Maintenance Area. This small room was used by foreclaimers to maintain their personal hygiene. Three green crystals are embedded in the ceiling of the chamber. Any creature that stands under the crystals for 6 seconds or more is subject to the cleaning effect of *prestidigitation*. If the crystals are removed from their sockets, the magic fades.

6c.Protective Equipment Storage. This room is filled with shelves that once held protective clothing for the engineers that worked on the mech dragon. If touched, the cloth crumbles away into dust. On one of the shelves is a red, five-pronged crystal key needed to open the hangar roof in area 4.

7. BROKEN WALKWAY

The walkway leading between area 6 and area 9 was damaged during Xanu's escape from this facility. A 15-foot gap has been torn in the metal floor. Looking down over the edge, with a successful Wisdom (Perception) check of 16 or higher, a character can see the remains of a shadow walker automaton smashed on the machinery in area 16 135 feet below.

Any creature that attempts to climb down to area 14a from this point will be swarmed by 5d4 **fixers*** that attempt to cut through any rope used to make this descent.



The Mirror Knight Guards the Solar Crystal and the Soul Gem

Avery Howett

8. SOUL LAB

This room has three large glass tubes bolted to the wall. Two tubes are filled with cloudy purple fluid. The third tube is broken, glass littering the floor in front of it.

This room was used to experiment on soul gems and crystalsires.

Crystalsires. There are two dormant **crystalsires*** in the tubes. Breaking a tube will release them. A third **crystalsire*** is already in the room. It will attack any living creature that enters the room.

Doors. A door in the east wall leads to area 5. A door in the south wall leads to a corridor that curves around the edge of area 2 and leads to area 9.

9. SUBSTANDARD CRYSTAL STORAGE

This room is stacked with crates. A door to the east leads to a walkway to area 7.

Faulty Power Crystal Hazzard. Faulty power crystals in the crates emit empathy-dulling radiation in a 15-foot sphere. Each creature that enters this area must make a DC 16 Charisma saving throw. On a success, the creature is immune to the faulty crystals' effects for 24 hours. On a failure, a creature gains the following flaw, "I can't appreciate the feelings of others." Once an affected creature moves out of the sphere, it can repeat its saving throw every hour, removing this flaw on a success.

Doors. A door in the west wall leads to area 7. A door in the east wall leads to the corridor to area 8.

Stairs. A spiral staircase in the northwest corner of the room leads down to area 10 and continues further down to area 14.

EXPERIMENTATION FLOOR

Areas 10 and 13 on this floor look onto area 2. While the forcefield around area 2 is active, the **mirror knight*** will closely observe the party from inside area 2 while they are in these areas. The other areas, including the corridor between areas 10 and 11, have a solid wall on the outside of the forcefield.

10. LIGHT LAB

This room is full of advanced instruments and appears undisturbed by time. A shallow metal dish is filled with tiny clear gems with irregular shapes. A series of mirrors are set up along a workbench. The workbenches that line the walls rest on top of storage cupboards.

This room was used for light-based experiments on various types of crystals. Power crystals were first developed here before production moved to the Power Crystal Production Site.

Treasure. Seven intact mirrors can be recovered from the debris, each worth 5 gp. The five small colorless gems in the metal dish have no special properties but can be sold for 50 gp each. There is a *lantern of revealing* in one of the cupboards.

Stairs. A spiral staircase in the northwest corner of the room leads up to area 9 and down to area 14. The descending stairs are guarded by two **shadow walkers*** that will attack any creatures that enter the stairway.

Doors. The door on the west wall leads to a corridor that leads to area 13. The door on the east wall leads to a corridor that leads to area 11.

11. XANU OBSERVATION LAB

This room was once used by the foreclaimers to store equipment used to study Xanu. During Xanu's escape, he destroyed it, leaving only a burned tangle of unrecognizable debris. Dull power crystals are scattered among the rubble.

Four **chargers*** are hidden among the rubble. They attack any creature they can see and will chase their prey until they have killed it or they are killed themselves.

12. XANU'S CHAMBER

Standing on a stepped dais chamber is a massive tube, its glass shattered. A tangle of wires and pipes looms like malevolent fingers clutching impotently at whatever the tube once held. Dull power crystals lay scattered all around the floor.

This room is where Xanu was created, contained, and experimented on by the foreclaimers. The bones and power crystals are the remains of the foreclaimers Xanu killed when he escaped. If Xanu is with the party, he will recount the horrific experimentation he endured at the hands of the foreclaimers in this room. He does not regret the destruction and death he caused here.

13. HIDDEN XANU OBSERVATION CHAMBER

One Way Wall. The foreclaimers used this narrow chamber to observe Xanu without his knowledge. The eastern wall of this room is a huge panel of magical one-way glass. Creatures in this room can see and hear area 12, but cannot be seen or heard from there. Arcane symbols on the floor create a permanent *private sanctum* spell inside this room, protecting all creatures inside from divination magic of all kinds. The translucent wall has a complex aura of abjuration, divination, and illusion magic when viewed with *detect magic* or similar effects.

SUN EXTRACTOR FLOOR

14. OPERATIONS FLOOR LANDING

There are no lights in this narrow room littered with debris.

Mural. The south wall is decorated with imagery of the foreclaimers absorbing the sun god Stella and creating the solar crystals.

Stairs. A spiral staircase in the northwest corner of the room leads up to area 9 and further up to area 8.

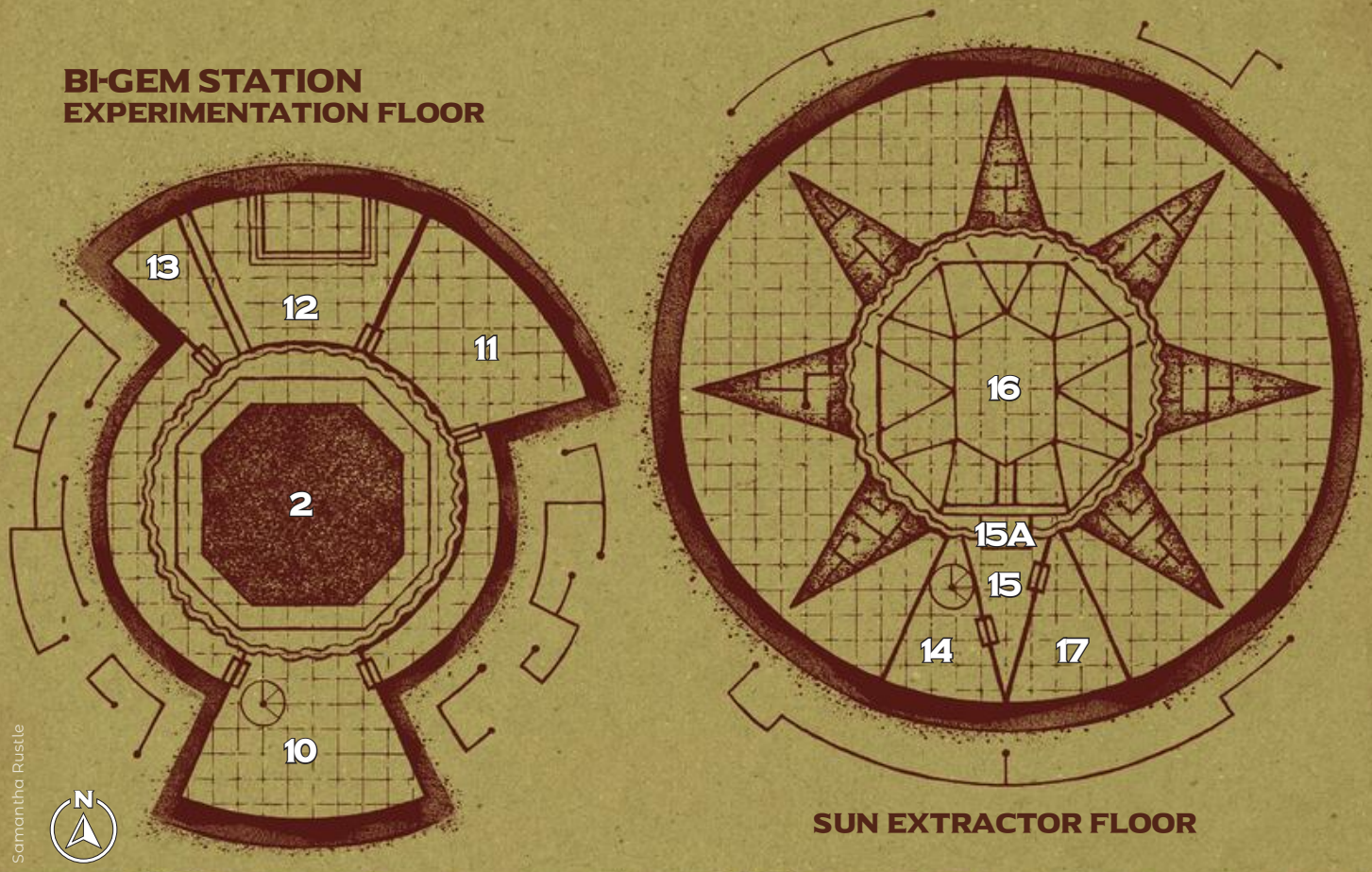
Door. A door in the east wall leads to area 15.

15. CONTROL ROOM

A large console covered in blinking lights extends through the forcefield and is attached to a machine that fills the circular chamber beyond. The machine has seven gleaming silver spokes covered in circuit lines of bright white light. In the center, it has a 20 foot tall empty cradle.

This narrow triangular room's main feature is the control panel that controls many of the facility's features, including the Sun Extractor and the forcefield around area 2.

Forcefield. The facility's forcefield that extends around area 2 prevents access to area 16. If the forcefield is deactivated, it is possible to enter area 16 from. The **mirror knight*** will attack the



party once the forcefield is deactivated. If it is reduced to half its hit points, the knight retreats to area 2 on the upper floor and makes a last stand, defending the crystals floating there.

Doors. The door on the west wall leads to area 14. The door on the east wall leads to area 17.

15a Control Panel. The control panel is covered with a complex array of buttons and dials. Most of these are for calibrating and operating the Sun Extractor. Its controls include:

- **Forcefield Switch.** Turns on and off the forcefield around area 2.
- **Emergency Alarm.** Triggering the alarm causes a shadow walker to emerge from a hidden panel in the ceiling and attack.
- **Emergency Protocol X.** Pressing this button deals 102 (12d6 + 60) force damage to all creatures in area 11. Any creature that survives is stunned for one minute.
- **Lights.** Switches the lights on or off throughout the facility.

16. SUN EXTRACTOR

The lowest floor of the facility is almost entirely taken up with the Sun Extractor. This huge apparatus is made up of seven radial spokes around a central hub made from shining silver metal with bright lines of light running across its surface. The Sun Extractor was used by the foreclaimers to absorb the sun Anahael Stella and channel her power into the creation of solar crystals and Xanu. A paladin's divine sense will identify the Sun Extractor as a desecrated area.

Creatures who touch the machine can faintly hear echoing sobs of despair, the last remnants of Stella's final cries, and must make a DC 15 Wisdom saving throw. On a failure, a creature gains the following flaw in addition to their other flaws for 1d6 days, "I believe I know best, and no one can convince me otherwise."

Dimensions. The Sun Extractor's seven spokes slope up from the floor to a height of 5 feet, where they attach to the central platform. From the 30-foot radius central platform rises a 20-foot wide and 30-foot long metal cradle supported by eight sloped beams. The cradle is 10 feet off the central platform. The forcefield encircles the central platform unless it is deactivated using the console in area 15.

Calibrated for Stella. Succeeding on a DC 20 Intelligence (Religion) check allows a creature to recognize that the Sun Extractor bears a similarity to the holy symbol of the lost god Stella. If recalibrated correctly—a highly complex engineering process—it could absorb another Anahael or god.

17. MAINTENANCE ROOM

This room contains six **fixers*** currently repairing an inactive charger.

Treasure. Crates in this room contain two complete sets of Tinker's tools and a set of Glassblower's tools. As they are foreclaimer made, they can be sold for twice their typical price.

CONCLUSIONS

If the party fails to retrieve the mech dragon, other adventurers will eventually find it and figure out it needs two large gems to power it up. They may try to steal these from the party if they learn the party has them.

If the party powers up the mech dragon, they can use it as they wish as a vehicle.

If the party did not destroy the crystalsires, they eventually take over the entire facility.

LEVEL UP

If the party successfully completes this chapter, they level up.

The Portal Opens

CHAPTER 12
INTO ANOTHER WORLD

Once all the solar crystals have been gathered, Ohio Jack or Xanu will instruct the party to place them on five pedestals, forming a rough circle in the dense jungle around the town of Fool's Crossing. As each crystal is put in place, a beam of light shoots up into the air, which can be seen from miles around.

Before running this chapter, read the entries on **Fool's Crossing** in **Part 5: Exploring the Bellowing Wilds** and **Seelia** in **Part 6: The Foreclaimers**.

EPICENTER: FOOL'S CROSSING

Even with the **dire tarrasque*** on the loose, not much has changed in Fool's Crossing. As long as the town still stands, its inhabitants party each night away in celebration of having survived another day.

EVACUATING FOOL'S CROSSING

Opening the Foreclaimer Portal will unleash a massive amount of energy, destroying the town of Fool's Crossing and anyone unlucky enough to still be within a 10-mile radius of the portal's epicenter, the basement of Gran's Bakery.

As Fool's Crossing is largely made up of wagons stacked on top of each other, with enough persuasion, most of the residents can be relatively easily convinced to leave the area, taking their movable homes with them. However, three residents will refuse to leave after any initial attempts at evacuation and must be specifically persuaded or otherwise made to leave:

SIMON, THE FRUIT SELLER

Simon [he/him] is a middle-aged half-orc fruit merchant (**commoner**). He is intensely superstitious. Each morning, he tosses fruit peels to predict the future. Today's peels said he was going to have a lovely day. Therefore, he refuses to leave as he doesn't think anything bad will happen to him if he stays. He gives out rotten bananas to those he dislikes.

ELECTRA, THE JEWELER

Electra [she/her] is an elderly elf jeweler (**commoner**). She is a snob and hates other people telling her what to do. Even if the tarrasque was about to step on her, she wouldn't move out of the way if someone told her to. Her wagon is the most glamorous in Fool's Crossing. Electra will only willingly leave Fool's Crossing if she believes it's her own idea to depart or if she is sufficiently intimidated.

GRUMMIT, THE BLACKSMITH

Grummit [he/him] is a human blacksmith with an anger problem (**gladiator**). He is deeply stubborn. Grummit was once a member of the Bearon of Rascam's guard, but he "retired" to Fool's Crossing after being stripped of his rank in disgrace. Grummit can be convinced to leave if his massive supply of ever-boiling anger can be directed toward anything outside of town, at which point he will stalk away to do violence somewhere else.

Sophia Fesel

ACTIVATING THE PORTAL

GRAN'S BAKERY BASEMENT

Once five solar crystals have been put into place in the pedestals surrounding Fool's Crossing, the portal is ready to be activated. To activate the portal, a creature must flip a switch that is located in the basement of Gran's bakery in Fool's Crossing. Creatures inside the basement when the switch is flipped are protected from the massive explosion that occurs when the portal opens.

BLAST ZONE

Everything living thing and structure above ground in a 10-mile radius of the portal when it opens is destroyed by the blast. The portal is centered on the center of Fool's Crossing, which is Gran's bakery.

Taking Out the Tarrasque. If the tarrasque is within the blast radius of the portal when it is opened, it will be severely injured but not killed completely. If its pulpy remains are returned to **Tarrasque Containment Facility** within 24 hours, it can be restrained there again before it regenerates fully if a suitably powerful crystal is used to repower the restraints. A solar crystal or the large soul gem from the Bi-Gem Station (**Chapter 11**) would work. Alternatively, **Mr. Wizardly*** can be persuaded to use a *wish* spell to imprison it in another location.

THE PORTAL

Once the portal has been opened, it appears as a 20-foot-radius column of light, stretching into the sky as far as the eye can see. A creature or object that enters the column is instantly transported to the world of Seelia, arriving within an alien canyon.

INTO SEELIA

Seelia, the world on the other side of the foreclaimer's portal, is a desolate place where everything was turned to stone. Across most of its blasted surface, the statues of plants and creatures have all long since been eroded by a howling dust storm that has raged for eons.

The portal opens in a safe haven within this nearly dead world, deep within a canyon. Here, sheltered from the storm that scours its surface, Seelia's life and magic have started to awaken from their petrified slumber. In Seelia, the portal opening causes a brief but intense flash of light that can be seen throughout the canyon but thereafter leaves only a patch of hazy air to mark its location while it remains open.

ARRIVING IN SEELIA

A warm light filters down from above, and the air is heavy and still. Around you, a jungle rises, with enormous tree-like structures towering overhead. Every once living thing is coated with a thick shell of rock. A few patches of the rock have crumbled away, revealing the still-living plants beneath. Where the rock is broken, it shimmers with magic.

The canyon is Seelia's last bastion of life and magic. Though it appears dead at first glance, as the party moves through the petrified jungle, patches of it have been restored to life. Plants and flowers are partially freed from their stony coverings as if emerging from cocoons, revealing scintillating colors and textures unlike anything in the Bellowing Wilds. Closer to the Stella's Children's Camp, the jungle has largely been restored to its unpetrified form, filled with lush flora and strange fauna.

Portal. On this side of the portal, it does not appear as a column of light. While it is open, only a faint haze in the air indicates its location, making the opening hard to find for creatures who do not already know where it is.

Giant Jungle. The plants in this jungle come in all shapes and sizes, but a majority are Large or bigger. Trees range from Huge to Gargantuan sized. Some reach almost to the top of the canyon.

Low Gravity. The gravity of Seelia is slightly lower than that of Ambria. Creatures from Ambria have advantage on Strength skill checks and saving throws while on Seelia.

Magical Rocks. Coverings of dull rock still remain on certain plants and trees within the jungle. When removed and inspected, the rocks reveal an iridescent underside that shimmers with visible magic. This rock is an excellent conductor of magical and primal energies, and a piece of rock can be used as an arcane or druidic focus.

Automatons. Thousands of automatons came to Seelia after being corrupted by Xanu. While many have been destroyed in fights with the foreclaimers, hundreds remain. For each hour that the party moved through the canyon, roll on the following random encounter table. If they are traveling with an experienced guide from either Stella's Children or Rachaka, roll for every 3 hours of travel.

SEELIA CANYON ENCOUNTERS

d20	Encounter
1–5	No encounter
6–9	A pack of 3d4 **chargers*** dash in for a rapid attack.
10–11	Two **shadow walkers*** ambush the party.
12–14	A **watcher*** emerges from its hiding place.
15–17	An **eradicator*** crashes toward the party.
16–18	A **watcher*** attacks while a **shadow walker*** takes advantage of the distraction to pounce.
19	An **eradicator*** attacks with a pack of 2d4 **chargers*** at its side.
20	The corrupted **mech dragon*** swoops down from above.

Beyond the Canyon

Creatures attempting to leave the canyon face an endless wasteland. The following environmental conditions apply in the wasteland outside the canyon:

- **Darkness.** The light of Seelia's twin suns is almost completely blocked by its global magical dust storm, allowing only dim light to reach the wasteland's surface during the day and causing total darkness at night.
- **Desolation.** There is no food or water to be found in the empty wasteland.
- **Dust Storm.** An enormous dust storm swirls across the surface of Seelia, shredding any life that enters it. The dust it carries is made of the pulverized remains of life forms petrified by the Anahael, and the magical essence trapped within this dust has imbued the storm with a strange power. A creature that leaves the canyon and enters the wasteland above is immediately caught in the storm. Creatures that enter the dust storm must make a DC 18 Constitution saving throw, taking 33 (6d10) force damage on a failure, and half as much damage on a success. As long as a creature remains in the storm, it must repeat this saving throw every minute.
- **Elementals.** Occasionally, the storm's magic causes **air elementals** and **dust mephits** to spontaneously manifest. Even elementals can't survive for long on Seelia's surface. Eventually, the storm's chaotic magic tears them apart.

MEETING THE LOCALS

As the party moves through the petrified forest, they eventually encounter two groups of foreclaimers at the same time. None of these foreclaimers speak Common.

Rachaka Patrol. A group of two augmented **foreclaimer fighters*** and three augmented **foreclaimer scouts*** are patrolling the jungle looking for a mysterious energy reading that came from the jungle and will arrive in 5 rounds. The party must succeed on a DC 16 group Dexterity (Stealth) check to successfully avoid detection by the Rachaka Patrol. If they spot the party, the patrol will attempt to apprehend them and take the party to Rachaka for investigation and interrogation (see **The City of Rachaka**).

Hidden Hunter. An unaugmented **foreclaimer scout*** is hidden in the nearby bushes. If they notice the party acting warily, they will silently beckon them to join them in hiding from the patrol.

The party must succeed on a DC 16 group Dexterity (Stealth) check to successfully avoid detection by the Rachaka Patrol. If the party successfully hides, once the patrol has moved on, five more unaugmented **foreclaimer scouts*** reveal themselves from the bushes. They want to take the party to the Stella's Children's Camp and will use force to do so if needed (see **Stella's Children's Camp**).

STELLA'S CHILDREN'S CAMP

The camp of Stella's Children is a temporary respite where the group has set up their tents. The location of the camp changes every few days to avoid being attacked by the automatons which continuously hunt for them. The foreclaimers of Stella's Children speak only Stelkin but have a few *spell scrolls* of *tongues* they can use to communicate with the party.

Stella's Children show that the foreclaimers really do have the capacity to change.

ROLEPLAYING ELOWEN, ELDER OF STELLA'S CHILDREN

Elowen* [she/her] is the de facto leader of Stella's Children and its oldest surviving member. As a formerly augmented foreclaimer who once served Rachaka, she knows too well the pain and confusion felt by exiled foreclaimers. After being taken in and treated with kindness by Stella's Children, she learned respect for herself beyond the worth assigned to her by Rachaka, as well as for Seelia's other living beings. Despite this respect, if someone is making a fool of themselves, she's quick to bop them on the head with her staff.

Elowen and Xanu. Elowen's feelings about Xanu are complicated. She learned from the founders of Stella's Children just how badly Xanu suffered at the hands of the ancient foreclaimers. However, Xanu is also responsible for the rogue automatons that threaten her people. If she finds out that the party carries Xanu's essence with them, she will ensure they are always watched by guards until they earn her trust. Elowen is curious about Xanu's experiences, as she has also suffered under foreclaimer society. She would love to be able to persuade Xanu to stop the automatons from attacking the foreclaimers of Stella's Children so they can help Seelia thrive in peace.

Elowen's Wish. Elowen was taught by the now-dead founders of Stella's Children of Seelia and its Anahael. She passed their knowledge on to druids in her care, who have slowly begun to wake the jungle from its petrified slumber with gentle magic. Her ultimate goal is to rid the jungle of the automatons and oversee the restoration of Seelia in harmony with nature, a task she is aware she may not live to see completed. In the meantime, Elowen prioritizes the safety of her people, both from Rachaka hunters and the automatons that still want them dead. Her biggest obstacle is the mech dragon, which represents the greatest threat to their community.

If Stella's Children succeed in carrying out Elowen's vision, the entire canyon will emerge from its petrification and patiently await the day the Anahael wake from their slumber to revive the rest of the world.

Gurk. Elowen is never seen without her **giant toad** companion Gurk [he/him].

We called her Granny Pickle and Stella's Children, The Pickles!

Ideal: "We can learn from our ancestors without repeating their mistakes."
Bond: "I'll do whatever I can to protect Stella's Children."
Flaw: "I like to hit people. It's a real stress reliever!"

How about you just swear like normal people?

MECH DRAGON 2: TOO CORRUPT FOR YOU

There are two ways the party can encounter the Seelian mech dragon. First, if they meet Elowen, she will request that they defeat it to earn her trust. Secondly, if the party evades both Stella's Children and the Rachaka patrol, they can encounter the mech dragon as it searches the canyon for humanoids to destroy.

The corrupted **mech dragon*** that pursued the foreclaimers of Stellandi through the portal is powered by two soul gems in its eye sockets. Most of the time, it flies near the top of the canyon in a regular pattern that the Stella's Children are familiar with. The mech dragon was designed to mimic the fighting patterns of living dragons, and it employs aerial strafing maneuvers with its laser cannon to weaken foes before swooping in to engage with its claws, teeth, and tail. If severely wounded, it will disengage and attack from range. It only uses its electromagic pulse as a last resort. The mech dragon's subroutines are still altered by Xanu's corruption, and while it protects itself to the best of its ability, once it has identified its targets, it won't stop fighting until they're eliminated.

Two mech dragons!?

LEVEL UP

If the party defeats the corrupted mech dragon, they level up.

ELOWEN AND GURK

Avery Howett

MEETING MASIKA

If the party defeats the mech dragon, on their return to the camp, they encounter an injured foreclaimer lying on the forest floor. This is Masika [she/her] (**foreclaimer scout***), previously an augmented foreclaimer, but she is now depowered to unaugmented status as her power crystal has been removed. If she notices the party, she begs them to put her out of her misery. She has four levels of exhaustion.

ROLEPLAYING MASIKA

Masika is a tall and well-muscled woman, though currently she is overcome by the effects of losing her *charged power crystal**. Until today, she was an elite Rachaka hunter, specializing in hunting game to feed the unaugmented children of the city.

Crystal Reclaimers. Masika was injured on a hunting expedition. Her companions considered her injuries too severe to bother taking her back to Rachaka for treatment. They also detected some defects in her augmentation circuitry. Therefore, they removed her *charged power crystal** and left her to die. Masika is not angry at them, at least at first, as she has been trained to believe that this is appropriate behavior.

World Weary. Masika enjoys solitude and bristles at the expectations placed on her by the Rachaka authorities. Her defiance of protocol led to her exile. Now, she can't foresee a future for herself. However, if shown compassion, Masika has the capacity to gradually overcome her despair and claim a future for herself on her own terms.

Ideal: "If you're going to do something, become the absolute best at it."
Bond: "I love the peculiar majesty of the jungle of Seelia."
Flaw: "I find it hard to accept that I have any weaknesses."

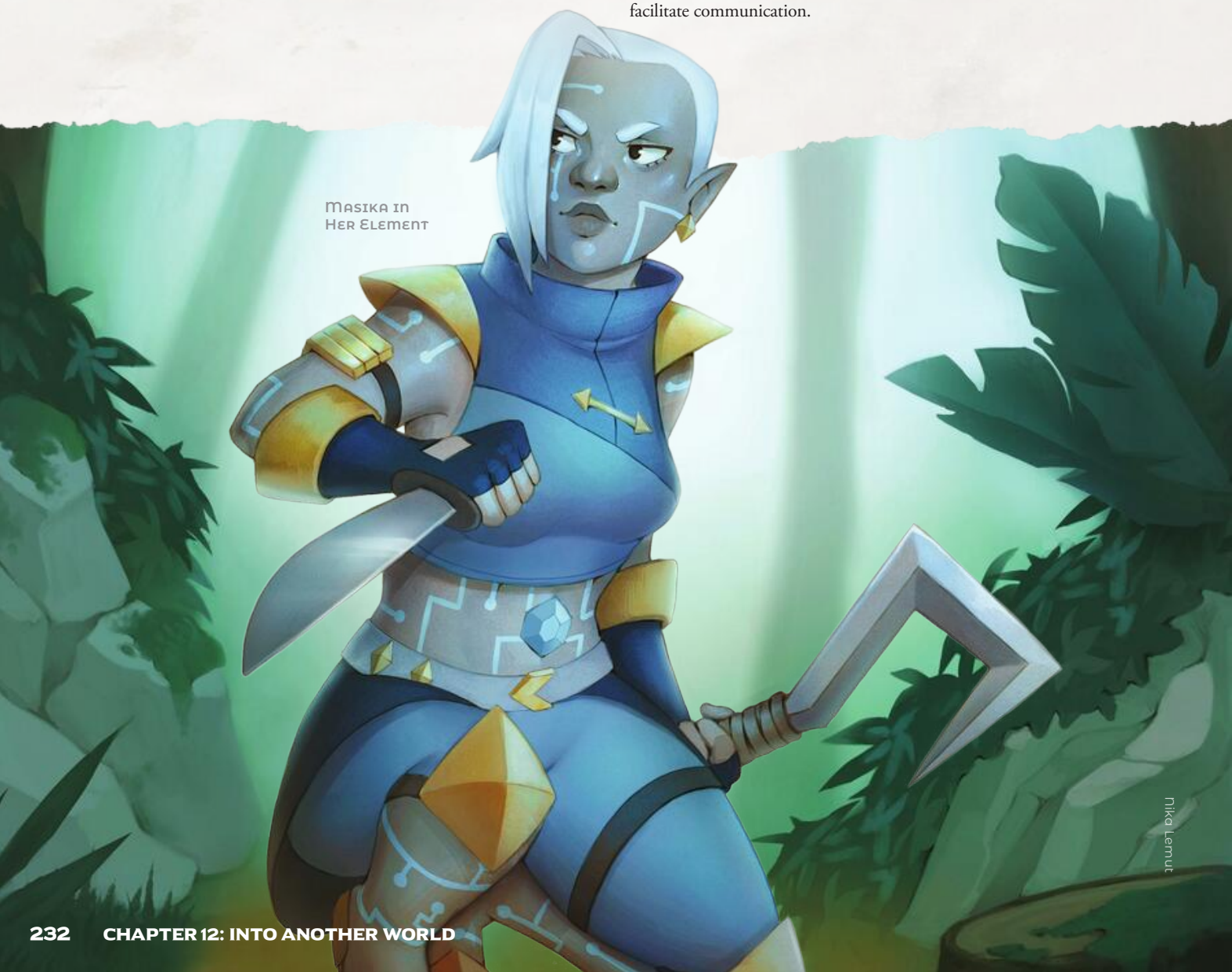
CONCLUSIONS

If the party defeats the mech dragon, Elowen is very pleased with them. She offers them all the hospitality of the Stella's Children's camp.

If the party brings Masika to the camp, Elowen and the other Stella's Children will attempt to help her adjust to her new unaugmented state. The party can gain information about the city of Rachaka from Masika if they form a connection with her. Over time, Masika finds a new sense of self-worth and recognizes that relying on others is a form of true strength.

THE CITY OF RACHAKA

Rachaka is a tiered city built in layers on a natural outcropping of the canyon wall. It represents the continuation of ancient foreclaimer society here in Seelia, including the same disregard for compassion and empathy that led to Xanu's rebellion against his creators.
Though a marvel of technology and magic, Rachaka is devoid of warmth and cheer. Most foreclaimers of Rachaka speak only Stelkin, but many are versed in magic and can use the *tongues* spell to facilitate communication.



Masika in Her Element

Nika Lemut

WANDERING RACHACKA

The foreclaimers of Rachaka are curious about newcomers to their city. If the party is traveling with Hethkal, he will be treated as a non-foreclaimer, as will any non-augmented player character.

The foreclaimers of Rachaka aren't automatically hostile to the party. They are more interested in observing them than capturing them, at least at first. If the party spends several hours in Rachaka, they will draw the attention of Sesta Drekar [they/them], an augmented **foreclaimer mage***, who wishes to capture and dissect any party members who are not foreclaimers. They attempt to separate one of the party members from the group, subdue them, and move them to their laboratory in the middle ring.

Sesta's Lab. Sesta has a small lab in the middle ring of the city. The walls are lined with cages containing **petranocks*** and other Seelian wildlife. Specimens that they have already dissected float in jars of colorful liquids.

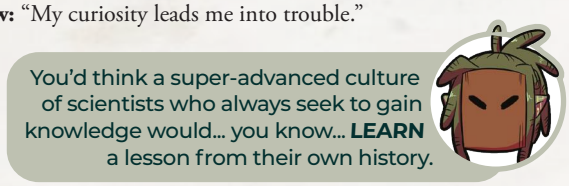
ROLEPLAYING SESTA DREKAR

Sesta is a highly curious foreclaimer scientist. Their focus is comparative anatomy. Sesta typically has a wide-eyed and innocent expression of pure fascination, even as they take a living creature apart. They genuinely don't understand that their research could be harmful.

Ideal: "The best way to understand something is to take it apart."

Bond: "My research means everything to me."

Flaw: "My curiosity leads me into trouble."



RACHACKA CELLS

If the party starts combat in Rachaka, 4d4 **foreclaimer fighters*** that act as guards will aim to capture them and imprison them in a cell block reserved for high-value specimens, located on the city's upper level. There they will be held in a cell, a 30-foot cube room with a powerful force field in place of one of the walls. The field can be disrupted with *dispel magic* (DC 19). The crystal terminal that controls the field is outside the cell, on the opposite side of the 15-foot-wide corridor. It can be attacked and destroyed (50 hp, AC 18, immunity to poison and psychic damage) to lift the force field. Dealing 50 points of lighting, radiant, or force damage to the forcefield itself will also short it out.

Prisoner. In the adjoining cell is Lennisk Kappax [he/him], an unaugmented **foreclaimer mage*** from Stella's Children who has also been captured by the foreclaimers of Rachaka.

ROLEPLAYING LENNISK KAPPAX

Lennisk was born and raised among Stella's Children and grew up always fearful of rogue automatons. When Lennisk learned that the foreclaimers in Rachaka can use their augmentations to fight automatons and win, he became envious. When he suggested that Stella's Children try to reconnect with Rachaka, he was denounced by Elowen. Unsatisfied, he left one night to parley with Rachaka, only to be captured and thrown in a cell.

Ideal: "It is a waste not to claim the power available to us."

Bond: "I long to be part of Rachaka."

Flaw: "I tell people what I think they want to hear."

Escape. Lennisk wants to escape but doesn't have the courage to do so on his own. He fears returning to Stella's Children and still thinks Rachaka's foreclaimers can be reasoned with. He can be persuaded to trust the party with a DC 17 Charisma (Persuasion) check. If the party escapes, an alarm sounds, alerting three augmented **foreclaimer fighters*** guarding this floor. If Lennisk doesn't trust the party, he'll call out to the guards as a show of good faith to the foreclaimers of Rachaka. Otherwise, he'll stay quiet and follow the party's lead.

ENCOUNTERING GODDRICK III

Goddrick III* believes the foreclaimers of Rachaka were destined to survive and return to reclaim the civilization they were forced to flee over a thousand years ago. To this end, he has spearheaded the construction of a new Sun Extractor within the core of the city to absorb the energy of one or both of the slumbering Anahael. He hopes to gain enough power to rip a new portal to the Bellowing Wilds and become a god himself, though this work is far from complete.

Seeking the Portal. Goddrick's scientists have informed him of the unusual energy spike that occurred when the party opened the portal. While he can't yet be sure if the portal was indeed used, it is a tantalizing possibility. Goddrick is no fool, and if he finds out there are beings in Seelia that know the location of a portal back to Ambria, he'll do whatever he needs to do to locate them and extract this information. If he locates the portal, Goddrick will move his forces to return to Ambria.

ROLEPLAYING GODDRICK III, EMPEROR OF RACHAKA

Goddrick was raised to be emperor, and from a young age, the ambition to be the savior of the foreclaimers was instilled within him. He sees himself as part of a lineage whose brilliance stands to surpass even the old foreclaimers of Stellandi, who perished because they lacked the strength to control their own creations. He considers himself superior to the ancient foreclaimers and resents them for fating him to a life on this desolate world.

Strength and Certainty. Goddrick despises weakness in any form and believes that in the new foreclaimer society, nothing must be left to chance. Though arrogant, Goddrick is prudent and approaches every situation strategically. Like all augmented foreclaimers, his empathy is suppressed, but Goddrick's ruthlessness was apparent even before his augmentation procedure. He will stop at nothing to achieve what he desires.

Goddrick III and Xanu. If Goddrick finds out that the *Xanu shards** carried by one or more of the party members contain the essence of Xanu, he will assume the party has come here as Xanu's agents to destroy Rachaka. Though Goddrick will be surprised to learn that Xanu survived being torn apart by the closing portal, he sees this both as an opportunity to ensure the success of his plan and to rectify the mistake his ancestors made years ago by failing to ensure the artificial god's destruction. If he can take the Xanu shards from the party, he will turn them over to his scientists in the hope that they can extract Xanu's godly power and transfer it to Goddrick.

Ideal: "Any weakness is a defect."

Bond: "I will bring about a new foreclaimer empire even greater than the old one."

Flaw: "I will sacrifice anyone and anything for my goals, even other foreclaimers."

Confronting Goddrick III. Goddrick has little interest in listening to the tedious concerns of less advanced life forms. However, he can be bargained with. He wants access to the portal and will be willing to offer freedom to the party if they have been captured or another reasonable request that is within his power to grant in exchange for information about the portal's location. He will allow them to move about Rachaka freely as long as they don't disrupt the operations of the city. Goddrick will also have the party watched by stealthy augmented **foreclaimer scouts*** if they return to the jungle after meeting him. He hopes that the party will lead his scouts to the location of the portal.

Minions. Should the party wish to fight, **Goddrick III*** won't engage them alone, employing the full militarized force of his augmented **foreclaimer fighters*** and **foreclaimer mages*** against them. Goddrick does not care about the well-being of any single member of his society, only the success of foreclaimers as a whole—and his own success, of course. He is also usually accompanied by his augmented sharkhound, Mandible. Mandible uses the statistics of a **sharkhound*** with the following alterations:

- Mandible has a CR of 7.
- Mandible has resistance to bludgeoning, piercing, and slashing damage from magical and nonmagical attacks.
- Mandible is wearing sharkhound barding. His AC is 18.
- Mandible makes four bite attacks with his multiattack.
- If Mandible takes damage that would reduce him to 0 hit points, roll a d4. On a result of 2 or higher, he instead drops to 1 hit point.

Combat Goals. Goddrick won't aim to kill every member of the party if he believes they hold the key to traveling to Ambria. He will insist on capturing them alive so that he can extract the necessary information on the portal's operation from them.

Goddrick knows that his dual *charged power crystals** provide him an edge in combat. If he's forced to fight the party on even footing, he'll avoid situations in which they could be removed.

If the party gains the upper hand in a combat situation or attacks the city as a whole, Goddrick will flee down through the city to a hidden hangar where he has a third, secret mech dragon.

MECH DRAGON 3: THE FINAL BATTLE

Hidden in a hanger cut into the rock beneath the lowest level of Rachaka is a third mech dragon. This automaton was constructed on Seelia on Goddrik's orders. It is sleeker than the two mech dragons built by the ancient foreclaimers. Instead of solar crystals or soul gems, it is powered by hundreds of *charged power crystals**, which Goddrick has been hoarding. The power crystals he has been diverting to this project could have been used by augmented foreclaimers, but Goddrick cares more about creating something powerful than he does about his people.

Goddrick's mech dragon uses the statistics of a **mech dragon*** with the following alterations:

- It does not have the Recharge Rampage trait.
- Its speed is 60 feet, and its fly speed is 120 feet.

Mech Dragon vs. Mech Dragon. If the party has access to either of the other two **mech dragons***, a final showdown between these powerful automatons can form a stage of the final battle against Goddrick III.

Last Stand. If the party is close to defeating Goddrick's mech dragon, he emerges from it and will face them head-on on top of it. His pride won't allow him to flee a second time, and he will fight to the death.

Three mech dragons?!!! C'mon, give us a break!

LEVEL UP

If the party defeats Goddrick III, negotiates a peaceful solution, or otherwise succeeds in their personal goals on Seelia, they level up if you plan to continue their adventures beyond this campaign.

GODDRICK III

Avery Howett

CHAPTER 13
EPILOGUES

By this point, your party has likely made many decisions that will influence the outcome of the adventure. This chapter contains some possible conclusions that can guide your adventure's epilogue.

XANU'S JUDGMENT

Xanu's decision on the foreclaimers' fate depends entirely on the discussions the party has had with him and the kinds of people they've met along their journey.

Worst Case Scenario. By default, Xanu seeks to erase all Foreclaimers from existence. If the party has not tried to change his mind, he will ask them for help. Although he can't directly attack the foreclaimers in his shattered state, if several of his shards are brought to Seelia, he will attempt to manipulate the foreclaimer automatons. He aims to have them coordinate an attack on first Stella's Children, then on the shield generator that keeps the mech dragon from destroying Rachaka. Whether he succeeds in killing all the foreclaimers or not, if he continues down this path, Xanu will fall into isolation and an eternity of bitter regret. Revenge will not free him from his pain and instead will shape him into a cruel and evil god.

He's Coming Around. If some progress has been made with Xanu, he may choose to only attack the Foreclaimers of Rachaka, leaving Stella's Children in peace. Similarly to the Worst Case Scenario, this outcome leaves Xanu emotionally unable to connect with others or heal from his past.

Forgiveness. If the party can demonstrate to Xanu that there is hope for the foreclaimers to move beyond their cruel past, he will give up his quest to eradicate them. He will look inward and try to heal from the pain he suffered rather than perpetuating further violence. Xanu gains a new goal; reuniting all of his scattered shards so that he can fully manifest once again and take his place in the Ambrian pantheon as the god of souls.

Patience. If the party neither tries to change his mind nor helps him, Xanu will wait until his shards are once again found in the future by other adventurers to pursue his goal. As an immortal being, he has the time. He will continue to be a threat to the foreclaimers as long as his shards remain in existence.

RETURN OF THE FORECLAIMERS

If the foreclaimers return to Ambria, their arrival can be more or less peaceful, depending on the party's actions.

Goddrick III's Invasion. If no attempt has been made to establish peaceful relations or influence Goddrick III, he will lead the foreclaimers of Rachaka to the Bellowing Wilds in force. He aims to claim a large territory around the portal for themselves, leading to conflict and war. The foreclaimers involved in this war would consider anybody near their territory threats to be dealt with with force.

Only The Pickles. If only Stella's Children return to the Bellowing Wilds, they are largely peaceful. Many choose to stay on Seelia, but those who do leave are not interested in reclaiming their ancestral home of Stellandi, but instead creating a new place and way of life within the Bellowing Wilds for their people. Some may even travel beyond the Wilds to explore the "new" old world.

Good Ending. If the party can establish peaceful relations between the worlds, some Stella's Children and Rachaka foreclaimers will return to their ancestral homeland while others opt to remain on Seelia. The reappearance of the foreclaimers in Ambria sends shockwaves throughout the world. It will be a long and complex process, but ultimately both the foreclaimers and the rest of Ambria benefit hugely from their return, culturally, socially, technologically, and personally.

GODDRICK III

As the unquestioned leader of Rachaka, Goddrick III holds huge influence over the fate of the foreclaimers. If the party wishes to establish peaceful relations with him without force, they will need to devise a deal that would greatly benefit Goddrick and his people, the foreclaimers of Rachaka. Alternatively, they will need to defeat him.

Goddrick Lives. If Goddrick is left alive while he is still hostile to the party, he will pursue vengeance. Even if his people overthrow him or turn away from their old ways, he will never accept anything but the full restoration of the foreclaimer empire spanning both worlds.

Goddrick Dies. If Goddrick is killed, the rest of the Rachaka foreclaimers are thrown into disarray. Goddrick III's ancestors Goddrick I and Goddrick II restricted the leadership rank to their own family line, so there is no clear candidate to step up into the position of emperor. Elowen will approach the Rachaka foreclaimers and attempt to help them find a more empathetic path, urging them to turn away from augmentation.

Total Party Kill. If Goddrick defeats the party and learns the location of the portal, he will mobilize his forces and march on Ambria to retake the Bellowing Wilds by force.

SEELIA'S FUTURE

While many foreclaimers in Seelia have an interest in the Bellowing Wilds, others consider Seelia their home and will choose to stay there.

Stella's Children's Purpose. Stella's Children would not be involved in any invasion launched by Goddrick III. The majority of them choose to remain in Seelia. They want to continue reviving the petrified world by removing the rocky coating on plants and animals.

Rachaka's Rise. If Goddrick III remains in power but is unable to get back to Ambria through the portal, the Rachaka foreclaimers will continue their efforts toward constructing a new Sun Extractor. If they complete it, they will absorb one of Seelia's Anahael and use its power to create new solar crystals and a new portal.

Seelia without Crystals. If the party destroys the foreclaimers' key technology, such as their power crystals or recharging devices, this launches the Rachaka foreclaimers into a brief period of suffering as their augmentations begin to fail. However, following that comes a long period of empathic recovery. With their empathy functioning once more, they will experience a great deal of regret as they recognize the pain their actions have caused others. However, the previously augmented foreclaimers will eventually adjust to their new circumstances over decades, if not centuries, and slowly regain their empathy which had previously been suppressed by the power crystals' influence.

Arrival of Ambrians. If peaceful relations are established between the worlds and the portal remains open, people from Ambria will visit Seelia to meet and trade with the foreclaimers to choose to remain there. Chosen followers of the Anahael, Solis, Xeros, and Xaxryx will be urged by their gods to investigate the state of the gods' counterparts slumbering in Seelia's suns, the Anahael Attrix and Saiph.

THE DIRE TARRASQUE

If the party was not able to re-imprison or defeat the dire tarrasque, it remains a major threat.

Tarrasque in Space. If the party is able to lure the dire tarrasque through the portal into Seelia, it will do massive damage to all life in the canyon. Without the power of solar crystals, the foreclaimers won't be able to defend themselves from it as their ancestors once did. Having torn its way through the canyon, the dire tarrasque will try to destroy everything. As Seelia lacks Anahael to help defend it from such destructive power, eventually, the dire tarrasque will succeed, shattering the planet. The monster will float through space until it collides with another unsuspecting world to continue its unending rampage.

Tarrasque on Ambria. If the dire tarrasque remains loose on Ambria, it will continue its rampage across the Bellowing Wilds and beyond. Finding a way to stop it might be the start of a whole new campaign…

APPENDIX A: ALLIES AND ENEMIES

ABBY

Abby [she/her] is a cute red panda beastfolk from Alchemist's Quarry. As a highly trained massage therapist, she cares deeply for those she heals. She can also absolutely QUACK you up should you dare to mess with her. Luckily for everyone around her, Abby is a pacifist. She only fights to defend others, and even then, she aims to subdue her opponents rather than kill them. Abby loves ice cream dates, helping people, and doesn't have a mean bone in her body.

ABBY

Small humanoid (beastfolk), lawful good

Armor Class 19 (unarmored defense)
Hit Points 225 (30d6 + 120)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Str +6, Dex +11, Con +10, Wis +10

Skills Acrobatics +11, Medicine +10, Nature +8, Stealth +11, Survival +10

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 17 (18,000 XP)

Beastfolk Heritage. Abby has advantage on Stealth and Survival checks made in forest environments.

Evasion. When Abby is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Grapple Master. While Abby is grappling a creature, she makes attacks against it with advantage. Additionally, Abby can force a creature that she is grappling to make a DC 18 Wisdom saving throw. On a failure, the target becomes charmed by Abby for as long as she maintains the grapple. A creature charmed in this way can repeat the saving throw each time it takes damage from Abby or her allies.

Magic Weapons. Abby's attacks are magical.

ACTIONS

Multiattack. Abby makes four attacks. She can use either her Replenish or Massage in place of one of those attacks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 26 (4d12) bludgeoning damage. If the target is a creature, it is grappled (escape DC 19). Creatures have disadvantage on ability checks made to escape this grapple. Until this grapple ends, Abby can't grapple another target.

Twisting Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one grappled target. *Hit:* 26 (4d12) bludgeoning damage plus 11 (2d10) necrotic damage.

Replenish (2/Day). Abby touches one willing creature within 5 feet of her that she can see. That creature regains 1d10 hit points at the start of each of its turns. This effect ends after 1 minute or if the target drops to 0 hit points or is incapacitated.

Massage (3/Day). Abby touches one creature of her choice within 5 feet of her that she can see and ends a condition affecting it. The condition can be charmed, frightened, paralyzed, poisoned, or stunned.

ALCHEMIST DABBLER

Medium or Small humanoid (any race), any alignment

Armor Class 13 (studded leather armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	13 (+1)	15 (+2)	15 (+2)	10 (+0)	10 (+0)

Skills Medicine +2, Nature +4, Alchemist's Supplies +4

Senses passive Perception 10

Languages Common plus any two languages

Challenge 1/2 (100 XP)

Combat Alchemy. As a bonus action, the dabbler can change the damage dealt by its Alchemical Bottle action to one of the following types, creating an additional effect:

Cold. A creature that fails its saving throw is restrained until the end of its next turn.

Fire. A creature that fails its saving throw is set on fire, and takes an additional 3 (1d6) fire damage at the end of each of its turns until it uses its action to douse the flames.

ACTIONS

Alchemical Bottle. The dabbler hurls a flask at a point that it can see within 25 feet of it. All creatures in a 10-foot-radius sphere centered on the point must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) acid damage.

Sickle. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

ALCHEMIST DABBLER

The Bellowing Wilds' lush flora and strange fauna have attracted many experimental alchemists looking for the next big thing in potion-making. Alchemist dabblers tend to be eccentric folk who think explosions are a sign of progress.

Brewing Business. Many alchemist dabblers make a living by making potions and poisons for other people who don't want to risk their eyebrows or their lives by meddling with dangerous ingredients. See **Appendix D: Advanced Alchemy** for rules on how alchemist dabblers brew alchemical concoctions.

Explosions are a necessary part of science.

AMALGAHOUND

The amalgahound was created by the foreclaimers as the culmination of their research into augmentation. They called it Project Apex and intended it to be the ultimate predator, combining powerful abilities from multiple creatures. For maximum butt-kicking capacity, they added bits of thistlewolves, tar maws, and even the dire tarrasque to the mix. This created a creature that is highly aggressive toward everything, but particularly toward anything it perceives as equal or greater in power to itself. The project was halted by Xanu's Decimation. The remaining amalgahound specimen lingers in stasis in the Augmentation Facility, which has been turned into a zoo near Pyrite.

Yay, double puppy!

AMALGAHOUND

Large monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	19 (+4)	5 (–3)	14 (+2)	4 (–3)

Saving Throws Str +8, Con +8
Skills Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, fire, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16
Languages —
Challenge 12 (8,400 XP)

Ambusher. The amalgahound has advantage on attack rolls against any creature that it has surprised.

Amphibious. The amalgahound can breathe air and water.

Keen Hearing and Smell. The amalgahound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (2/Day). If the amalgahound fails a saving throw, it can choose to succeed instead.

Magic Resistance. The amalgahound has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The amalgahound uses its Sulfurous Gas. It then makes four melee attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Horns. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Tails. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) piercing damage.

Sulfurous Gas (Recharge 5–6). The amalgahound exudes a cloud of noxious gas that spreads in a 15-foot-radius sphere centered on itself. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for 1 minute. Each creature that is completely within the cloud at the start of its turn must make a DC 18 Constitution saving throw. On a failed save, the creature is poisoned. A poisoned creature can repeat the saving throw at the start of each of its turns, ending the poisoned condition on a success. On a successful save, the creature is immune to the sulfurous gas for the next 24 hours.

Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

LEGENDARY ACTIONS

The amalgahound can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The amalgahound regains spent legendary actions at the start of its turn.

Menacing Growl. The amalgahound growls aggressively at one creature that can hear it. The target must succeed on a DC 18 Wisdom saving throw or be frightened of the amalgahound until the end of its next turn.

Tar Shot (Costs 2 Actions). The amalgahound shoots a glob of tar covering a 20-foot-radius sphere centered on a point it can see within 60 feet of it. Each creature in the area must succeed on a DC 16 Dexterity saving throw or be restrained until the start of the amalgahound's next turn.

Rampage (Costs 3 Actions). The amalgahound moves up to 100 feet in a straight line without provoking opportunity attacks. Creatures in its way must succeed on a DC 16 Dexterity saving throw or take 14 (4d6) bludgeoning damage.

ARAKNIGHT

Large monstrosity, neutral good

Armor Class 19 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	15 (+2)	18 (+4)	14 (+2)

Saving Throws Str +9, Dex +9, Wis +9

Skills Intimidation +7, Medicine +9, Nature +9, Perception +9, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 19

Languages Araknight, Celestial, Common, Draconic, Dwarvish, Elvish, Giant, Gnomish, Halfling, Primordial

Challenge 13 (10,000 XP)

Hardy (Gladius Only). The araknight has advantage on Strength saving throws and ability checks.

Jumping Spider (Acrabatios Only). The araknight has advantage on Dexterity saving throws and ability checks.

Spider Climb. The araknight can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The araknight ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The araknight makes two attacks.

Brutal Bite (Gladius Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 37 (6d10 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the araknight can't bite another target.

Sweeping Slash (Acrabatios Only). The acrabatios araknight swipes one of its barbed legs in a line 15 feet long and 5 feet wide. All targets in the line must succeed on a DC 17 Dexterity saving throw or take 15 (2d10 + 4) slashing damage and be knocked prone. A target that succeeds on its save takes half as much damage and isn't knocked prone.

Venomous Bite (Sicario Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 27 (6d8) poison damage. The target must succeed on a DC 16 Constitution saving throw or be poisoned until the end of the araknight's next turn.

Web Shot. *Ranged Weapon Attack:* +9 to hit., range 30/120 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage. The target must succeed on a DC 18 Dexterity saving throw or be knocked prone and have its speed halved until the end of the araknight's next turn.

Natural Remedy (3/Day). The araknight applies a web-like bandage to a creature other than itself within 15 feet of it. The target regains 9 (2d4 + 4) hit points. If the target is charmed or frightened, the condition ends for it.

ARAKNIGHT

Created by the nature deity Generisa during her war on humanoids, the Araknights are massive, intelligent spiders. During the war, they were her most trusted generals, and Araknight is both the name of their species and a title within her army. After Generisa's defeat, as part of her penance, she instructed the Araknights to serve all the gods equally and no longer hunt humanoids. The Araknights obeyed, but their ultimate loyalty is still to Generisa.

Fear and Loathing. Thanks to the Araknights' history of bloodshed, many people in Ambria are afraid of spiders, even if they don't realize where that fear originates. Today, Araknights typically go out of their way to appear non-threatening to humanoids when they meet, but to most, the sight of a giant spider still brings terror. Therefore, Araknights tend to be reclusive and unfailingly polite should they ever meet a humanoid.

Varied Appearances. There are three types of Araknight; the large and tough gladius Araknights resemble fuzzy tarantulas, the nimble acrabatios Araknights are colorful like jumping spiders, and the deadly sicario Araknights announce their potent venom through their black and red chitin. Despite these differences, all Araknights bear the symbol of Generisa—a tree enclosed with thorns—on their abdomen.

Rare Immortals. Generisa has not created any new Araknights since the war, and their numbers are slowly dwindling. Although Araknights do not die of old age, they can still be killed in combat or accidents.

Weaving the Weavers. Generisa gifted the Araknights with the ability to transform humanoids into weavers, a spider-like race. During Generisa's War, Araknights used this ability to create armies to serve their god. Now, it is a rare blessing only bestowed upon people who prove themselves worthy of the transformation in the eyes of the Araknights.

Singing Spiders. Over their long lives, Araknights study many humanoid languages and can converse with many people fluently, if a little formally. Araknights also have their own musical language that combines hisses with the plucking of strings of spider silk.

Creating the Araknights was my way of explaining why arachnophobia exists in Ambria. But I also tried to make them creatures people would want to meet.

ARAKNIGHTMARE

Splicing two sentient creatures against their wills, Quinn-Ora created the Araknightmare [it/its] from the gladius Araknight Kaydi and a human gladiator named Rachio. Unlike a beastfolk, the Araknightmare is not a seamless blend of beast and humanoid but a misshapen mix of all the human and spider parts. No token formed at the end of Quinn-Ora's foul ritual, and so she must control the Araknightmare through emotional manipulation.

Kindness as Cruelty. The Araknightmare is plagued by confusing half-formed memories from both of its pasts. Quinn-Ora has convinced it that the Araknights will never accept it and that she is its only true friend. With a heart filled with pain and confusion, the Araknightmare clings to the small kindnesses that Quinn-Ora manipulates it with, making it her most loyal and most dangerous minion.

Araknightmare

George Bennett

ARAKNIGHTMARE

Large monstrosity, lawful neutral

Armor Class 19 (natural armor, shield)
Hit Points 190 (20d10 + 80)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	19 (+4)	14 (+2)	15 (+2)	13 (+1)

Saving Throws Str +9, Dex +9, Con +9, Cha +6

Skills Intimidation +6, Perception +7, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17

Languages Araknight, Celestial, Common, Draconic, Dwarvish, Elvish, Giant, Gnomish, Halfling, Primordial

Challenge 14 (11,500 XP)

A Dozen Limbs. The araknightmare has advantage on saving throws against being grappled, restrained, and knocked prone.

Hardy. The araknightmare has advantage on Strength saving throws and ability checks.

Improved Spider Climb. The araknightmare can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. The araknight climbs using its spider limbs, leaving its hands free to hold objects or wield weapons as it moves.

Web Walker. The araknightmare ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The araknightmare uses its Tortured Scream. It then makes three melee attacks.

Tortured Scream. All creatures within 60 feet of the araknightmare that can hear it must succeed on a DC 16 Wisdom saving throw. On a failure, a creature becomes frightened for 1 minute. If a creature succeeds on its saving throw against this effect, it is immune to the araknightmare's tortured scream for the next 24 hours.

Brutal Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the araknightmare can't bite another target.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Web Net (Recharge 5–6). *Ranged Weapon Attack:* +9 to hit., range 30/60 ft., one target. *Hit:* The target is knocked prone and restrained until the end of its next turn. As an action, the restrained target can make a DC 16 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 12; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage) to end the restrained condition.

LEGENDARY ACTIONS

The araknightmare can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The araknightmare regains spent legendary actions at the start of its turn.

Flurry of Blades. The araknightmare makes an attack with its scimitar.

Shadowmeld. The araknightmare and anything it is wearing or carrying becomes invisible until the start of its next turn. This invisibility ends early if the araknightmare makes an attack or casts a spell.

Leap (Costs 2 Actions). The araknightmare jumps to an unoccupied space it can see within 20 feet of itself. This movement does not provoke opportunity attacks.

THE BEARON

The Baron of Rascam [he/him], more commonly referred to as "The Bearon" due to his burly, bear-like appearance and gruff temper, is the tyrant ruler of the city of Rascam. He is ruthless in politics and business.

Inherited Power. The Bearon is the latest in the long line of rulers from the Rascam family to control the city that shares their name. He is a descendant of the founder Royland Rascam, but unlike his ancestors, the Bearon is more interested in what the city can do for him than what he can do for it. Life in Rascam has become harder for most since the Bearon inherited the barony from his father. He has increased taxes heavily.

Terrified Ruler. The true reason behind the Bearon's schemes to squeeze every last drop of profit out of his city is his fear of Gresh. He is terrified of the dragon's wrath and will do anything to ensure he always has enough gold to pay the taxes she demands.

Playing Both Sides. The Bearon's most profitable enterprise is his drug empire. He profits from the sale of drugs to his citizens. On the other side of the equation, he also profits from enforcing his city's harsh anti-drug policies by fining and incarcerating those caught with the very drugs he produces and sells.

Bear-ly Concealed Secret. When he needs a break from his scheming, the Bearon likes to relax by eating *bloodmoon berries**, which unleash his inner beast. In this bear form, he can enjoy wrecking carnage while taking a bloody break from his worries. He shares *bloodmoon berries** with his closest cronies at lavish and violent parties where dinner is also the entertainment.

The Bearon

Avery Howett

THE BEARON

Medium humanoid (human), lawful evil

Armor Class 12 in humanoid form, 16 in bear form (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft. (40 ft., climb 30 ft. in bear form)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Str +9, Con +7, Wis +5

Skills Athletics +9, Intimidation +7, Perception +5, Persuasion +7

Senses passive Perception 15

Languages Common, Draconic, Thieves' cant, (can't speak in bear form)

Challenge 7 (2,900 XP)

Special Equipment. The bearon carries three *bloodmoon berries**.

Bloodmoon Berry Beast. The Bearon can use a bonus action to eat a *bloodmoon berry** and polymorph into a Large bear. His statistics, other than his size and AC, are the same in both forms. Any equipment he is wearing or carrying isn't transformed. He reverts to his human form if he dies or after 1 hour.

Legendary Resistance (2/Day). If the Bearon fails a saving throw, he can choose to succeed instead.

Survivor. If the Bearon has fewer than half his hit points remaining and has at least 1 hit point at the start of his turn, he regains 10 hit points.

ACTIONS

Multiattack. In bear form, the Bearon makes two attacks: one with his claws and one with his bite. In humanoid form, he makes two punch attacks.

Bite (Bear Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Claw (Bear Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Punch (Humanoid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is already prone, its movement speed becomes 0 until the end of its next turn.

BEASTFOLK WARRIOR

Beastfolk often find work in the Bellowing Wilds using their natural stealth and fighting skills. Some act as caravan guards, mercenaries, or gladiators in the fighting arenas of Rascam and Glenshire. People with combat skills who are transformed by Quinn-Ora retain those talents after becoming beastfolk, and she puts them to work defending Alchemist's Quarry. The beastfolk who join the Freehand League are trained in espionage, infiltration, and combat.

BEASTFOLK WARRIOR

Medium or Small humanoid (beastfolk), any alignment

Armor Class 14 (leather armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	12 (+1)	14 (+2)	15 (+2)

Skills Deception +4, Insight +4, Investigation +3, Perception +4, Sleight of Hand +5, Stealth +5

Senses passive Perception 14

Languages Common plus one other language

Challenge 4 (1,100 XP)

Beastfolk Heritage. The warrior has advantage on Stealth and Survival checks made in forest environments.

Cunning Action. On each of its turns, the warrior can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The warrior deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the warrior that isn't incapacitated and the warrior doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The warrior makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 5 (1d4 + 3) piercing damage.

Natural Weapon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning, piercing, or slashing damage. If the warrior rolls a critical hit, it adds an extra 3 (1d6) in addition to the extra dice rolled for the critical hit.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 5 (2d4) poison damage.

BLEEDERS

Bleeders are irritating and deadly pests in the Bellowing Wilds. Combining the bloodsucking of mosquitos with the hive-mind intelligence of bees, these airborne atrocities can drain all the blood out of a creature in seconds. Swarms of smaller bleeders serve sanguine queens, engorged insectoid monarchs.

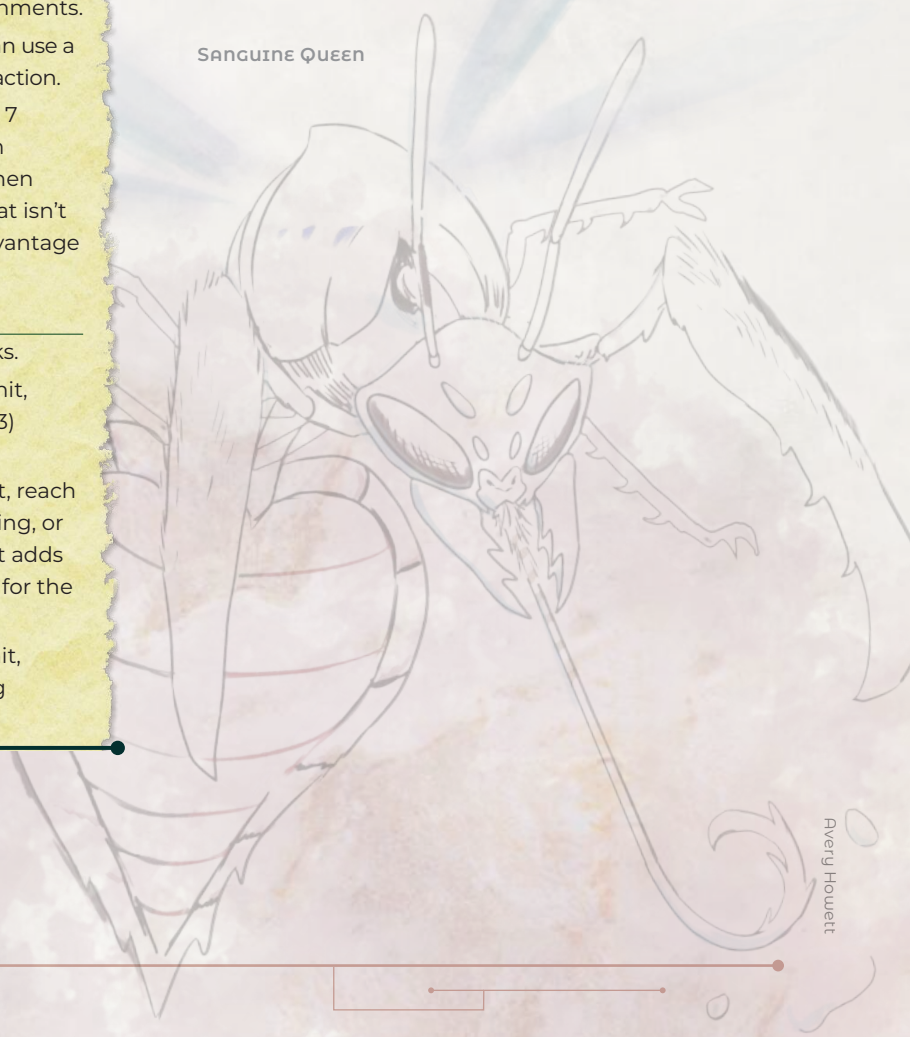
Quick Hunters. Bleeders prefer to overwhelm their prey by ambushing from above. Swarms dive down upon unsuspecting victims. Once a creature is caught, a swarm flies upward to feed or carries the victim back to its queen. If their prey continues to struggle, the bleeders will drop it from a great height. They enjoy feeding on fresh corpses as much as they do live prey.

Malignant Monarchy. A sanguine queen rules a bleeder hive made up of thousands of bleeders. A queen lays eggs that will become future generations and guides her minions with limited telepathy. Queens are highly territorial. When two queens meet, combat is inevitable. Even when a rare egg that hatches into another queen rather than a normal bleeder, the new and old queens face off in a bloody combat ritual. The winner remains to rule the hive.

Queen's Ichor. The blood of a sanguine queen is imbued with the concentrated vigor of all her meals. However, harvesting it for alchemy can prove messy as the swollen queens tend to explode as they die.

As a druid, I understand all creatures have their place in the ecosystem. But as an individual, I have to say, kill them with fire!

Sanguine Queen



Avery Howett

SANGUINE QUEEN

Medium monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 5 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	16 (+3)	3 (–4)	10 (+0)	12 (+1)

Saving Throws Str +5, Con +5
Skills Intimidation +3, Survival +2
Damage Resistances acid, poison
Condition Immunities charmed, poisoned
Senses blindsight, 20 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Blood Burst. When the queen dies, she explodes in a bloody splatter. All creatures within 15 feet of her must make a DC 13 Dexterity saving throw, taking 10 (4d4) acid damage on a failure or half as much damage on a success.

Buzz Off (3/Day). The queen can emit a low buzzing sound as a bonus action. All creatures with an Intelligence score of 4 or higher within 30 feet that can hear her must succeed on a DC 13 Wisdom saving throw or have disadvantage on the next attack roll they make before the end of the sanguine queen's next turn.

Hivemind. The queen is telepathically linked to all swarms of bleeders within 300 feet and can communicate simple images, ideas, and instructions to them. A swarm can reply to these communications, relaying simple information to the queen.

Subject Sucker (2/Day). As a bonus action, the queen feeds on a swarm of bleeders within 5 feet of her. The swarm takes 15 (6d4) necrotic damage, and the queen regains hit points equal to the damage taken by the swarm.

ACTIONS

Multiattack. The sanguine queen makes two feed attacks and uses Feast.

Feed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. The target must succeed on a DC 14 Strength or Dexterity saving throw or be grappled by the queen (escape DC 14). If the queen uses her feed attack against a creature already grappled by her, the attack automatically hits. The queen can only grapple one creature at a time in this way.

Feast. The queen telepathically commands one swarm of bleeders within 60 feet of her to torment a creature that is missing any of its hit points. The swarm of bleeders can immediately move up to its speed toward the creature and use its reaction to make a feed attack.

SWARM OF BLEEDERS

Medium swarm of Tiny monstrosities, unaligned

Armor Class 12
Hit Points 44 (8d8 + 8)
Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	1 (–5)	7 (–2)	1 (–5)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 8
Languages —
Challenge 2 (450 XP)

For Her Majesty. The swarm has advantage on attack rolls against a creature while a sanguine queen is within 20 feet of the swarm and isn't incapacitated.

Hivemind. The swarm can telepathically relay simple information to a sanguine queen within 300 feet of it.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Feed. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer and the target must succeed on a DC 14 Dexterity saving throw or be grappled by the swarm. Until this grapple ends, the swarm can't grapple another target.

Lift. The swarm moves up to half its fly speed with a Medium or smaller creature it has grappled. The swarm can only take this action if it has half of its hit points or more remaining.

REACTIONS

Drop. The swarm releases a creature it is grappling.

CAGER

Cagers are people who live to hunt, capturing creatures to sell and battle. Using *cager boxes**, they make their captured quarry fight for them. Cagers have a reputation as rough, tough, and dangerous to mess with.

Cager Chapters. Cagers belong to the Cager Organization, which is divided into regional chapters. The chapter that claims the Bellowing Wilds as their hunting grounds are the Steel Jaw Cagers based in Twiniver. Chapters are part gang, part social club, and part administrative body. A cager receives *cager boxes** in exchange for membership fees paid to their chapter.

Them's Fightin' Pets. While cagers will hunt creatures of all kinds for profit, the ones they keep in *cager boxes** tend to be powerful predators such as dire wolves, thistlewolves, and owlbears. Some cagers treat these battling pets with kindness, gaining their trust and even affection. Others prefer intimidation to get their captive beasts to fight on their behalf. Rising within the ranks of a chapter is achieved through winning battles using captured creatures—and occasionally good ol' fashioned murder.

CAGER

Medium or Small humanoid (any race), any alignment

Armor Class 13 (studded leather armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

Skills Intimidation +4
Senses passive Perception 10
Languages Common
Challenge 2 (450 XP)

Special Equipment. The cager is attuned to 1d4 + 2 *cager boxes**.

Cager Attunement Training. The cager can attune to up to six *cager boxes**.

Creature Command. As a bonus action, the cager can order a creature that it has summoned from a *cager box** to make a melee or ranged weapon attack against a creature the cager can see within range of that attack. If the summoned creature has an Intelligence score of 5 or higher, it can choose to ignore the cager by succeeding on a DC 14 Charisma saving throw.

ACTIONS

Multiattack. The cager uses You're Chosen and makes two attacks with its whip.

Whip. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

You're Chosen. The cager uses one of its *cager boxes** to summon a creature within it. A cager can only have one creature for a *cager box** summoned at a time.

REACTIONS

Cower. When a creature the cager can see targets it with an attack and the cager is within 5 feet of a creature it has summoned with a *cager box**, the cager hides behind its summoned creature. The summoned creature becomes the target of the attack instead.

Cebranith

Alyse Stewart

CEBRANITH

Small fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 58 (9d6 + 27)
Speed 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	16 (+3)

Skills Acrobatics +5, Deception +5, Perception +2, Performance +5, Stealth +5

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 3 (700 XP)

Mini Mimicry. The cebranith can mimic the sounds of Small animals and humanoids. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Puppetmaster Invisibility. While the cebranith possesses a creature, it is invisible until it attacks, or until its concentration ends (as if concentrating on a spell).

Oily Skin. The cebranith has advantage on Dexterity saving throws and ability checks made to avoid or escape being grappled or restrained.

ACTIONS

Multiattack. The cebranith makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) fire damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Puppeting Possession (3/Day). The cebranith targets one creature it can see within 15 feet of it. The target must succeed on a DC 13 Charisma saving throw or be possessed by the cebranith. A possessed creature is incapacitated and loses control of its body. The cebranith now controls the body but doesn't deprive the target of awareness. The cebranith can only possess one creature at a time. The cebranith can use its action to make the possessed target move up to its speed and carry out one of the following actions: Attack, Dash, Hide, or Interact with an Object.

The possession lasts until the target drops to 0 hit points, the cebranith ends it as a bonus action, the cebranith and the target move more than 30 feet from each other, or the target is subject to magic such as the *dispel evil and good* spell. Each time the target takes damage while it is possessed by a cebranith, it can repeat its saving throw, ending the possession on a success.

REACTIONS

Ignite (1/Day). When a creature touches the cebranith or hits it with a melee attack while within 5 feet of it, the cebranith ignites its oil-slick skin, and the creature takes 7 (2d6) fire damage.

CEBRANITH

"A cebranith made me do it!" is a popular and plausible legal defense in the Bellowing Wilds. Cebraniths are diminutive demons from the Demonic Plane, able to slip into the Material Plane under the nose of the Demon Lord Abrith. These tiny terrors are only a few feet tall but are master manipulators who should not be underestimated. They can psionically possess other creatures and like to puppet them for their own amusement.

Lethal Puppeteers. As weak demons, cebraniths prefer to make other creatures fight for them. Once they gain control of a creature using their psionic powers, they turn invisible and float silently above their victim, controlling them like a marionette. Inexperienced cebraniths like to direct their victims into precarious situations before letting go of their control and watching what happens next. Cebraniths find this hilarious, and amusing themselves is their primary motivation. The more adept cebraniths like to stretch out their puppet show for days, slowly making their victims turn against their loved ones, destroy their hopes, and fall into despair before the cebranith kills them.

Expert Voice Actors. Cebraniths can perfectly mimic most creatures' voices, grunts, and growls. However, due to the small size of their throats, they have difficulty creating mighty roars or screams. Remember the old Bellowing Wilds saying, "When you hear voices wee, a cebranith it may be."

Slippery Little QUACKS. Cebraniths secrete slick oil all over their bodies, making them hard to catch. If an attacker somehow manages to grab one, a cebranith can ignite this oil, burning through nets, ropes, and unfortunate fingers.

In the original campaign, Sips got controlled by a cebranith long before Xanu was established in the story. My monkey really can't catch a break...

CRYODONS

Cryodons are powerful ice elementals that reside in the Swamp-Rock mountain range. The true heart of a cryodon is a tiny seed crystal, which creates an icy body resembling an iguana around itself from water in the environment. Their tail spines resemble fractal snowflake patterns—each cryodon is unique.

Learn and Grow. Cryodons do not age as other creatures do. Instead, they mature by learning new information. Young cryodons mature into adult cryodons over only a few years if fed a rich diet of information or at a glacial pace if they are starved of it.

The next stage of growth occurs when a cryodon has absorbed not only enough information but enough secrets. When a cryodon has gathered enough hidden knowledge, it transforms into a majestic permafrost cryodon, a much larger creature with an icy crown and dorsal sail of snowflake-like spines. This process can take thousands of years. As a result, permafrost cryodons are among the wisest creatures in Ambria. However, their wisdom is cloaked in mystery as they retreat into seclusion after this transformation.

Cold Bodies, Warm Hearts. For all their mysteries, cryodons are social beings. They have gathered an order of druids and rangers around them in the town of Breckart in the Bellowing Wilds. They entrust innocent cryodon young ones to **Cryodon Guide rangers**. These rangers guide and protect the small elementals as they learn and mature. The bond between a cryodon and its guide is profound, granting the guide a fraction of the cryodon's magic.

Timeless Beings. Thanks to their ability to regenerate from a central seed crystal, cryodons are functionally immortal. Just as water passes from rain to river to ocean to cloud and back to rain, cryodons can pass through their life cycle many times. Permafrost cryodons rarely melt themselves back to innocence, but other cryodons often choose to do so once every thousand years or so.

Absorbers of Warmth. Wherever cryodons gather, the landscape around them becomes frozen. Their territories are completely ice-locked, even amid hot, humid regions. Permafrost cryodons have even greater control over their icy powers. Working together, they refroze their mountain home after it was shattered by the dragon Gresh.

Icy Stare. A small cryodon's gaze is chilling, but a permafrost cryodon's glare is life-changing. It is said that permafrost cryodons can fully comprehend a being's soul with this stare. Being subjected to such a profound understanding can be so shocking that it freezes the subject in place.

Cryodon Speech. Cryodons lack the vocal apparatus to produce humanoid languages. They have their own language formed of chirps, warbles, and chimes. Despite their inability to speak other languages, many croydons enjoy studying them. Wise people know better than to consider these creatures unintelligent just because they can't talk as humanoids do.

Cool dudes. Chilling out. Keeping it frosty.

Adult Cryodon

Nicholas Kole

ADULT CRYODON

Small elemental, any neutral alignment

Armor Class 15 (natural armor)
Hit Points 44 (8d6 + 16)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	16 (+3)	14 (+2)	17 (+3)	15 (+2)	10 (+0)

Skills History +5, Investigation +5, Nature +5

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Senses darkvision 30 ft., passive Perception 12

Languages Cryodon, understands Common plus any two languages but can't speak them

Challenge 3 (700 XP)

Ice Walk. The cryodon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Frosted Weapons. The cryodon's weapon attacks deal an extra 3 (1d6) cold damage on a hit (included in the attack).

Magic Weapons. The cryodon's weapon attacks are magical.

Recrystallize. When the cryodon dies, its body melts, leaving a tiny, indestructible seed crystal. When the seed crystal is placed in at least 2 gallons of fresh water, the cryodon's body grows back over the course of 1d4 days, returning to life with full hit points, provided another creature tends to it for at least 2 hours each day until its recrystallization is complete.

ACTIONS

Multiattack. The cryodon makes two attacks: one with its claws and one with its tail.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage plus 3 (1d6) cold damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) cold damage.

Blizzard (Recharge 5–6). The cryodon creates a snowstorm in a 10-foot-radius cylinder, 20 feet high centered on a point it can see within 60 feet. The ground in the area becomes covered in ice and becomes difficult terrain for 1 minute. All creatures in the area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 9 (2d8) cold damage and falls prone. On a successful save, a creature takes half as much damage and doesn't fall prone.

PERMAFROST CRYODON

Large elemental, any neutral alignment

Armor Class 20 (natural armor)
Hit Points 209 (22d10 + 88)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	27 (+8)	14 (+2)	16 (+3)

Saving Throws Dex +10, Con +9, Wis +7

Skills Arcana +13, History +13, Investigation +13, Insight +7, Nature +13, Perception +7

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 17

Languages Cryodon, understands Common and any four other languages, but can't speak them

Challenge 15 (13,000 XP)

Ice Walk. The cryodon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Frostbiter. The cryodon's attacks ignore resistance to cold damage.

Frosted Weapons. The cryodon's weapon attacks deal an extra 10 (3d6) cold damage on a hit (included in its attacks).

Freezing Gaze. If a creature starts its turn within 30 feet of the cryodon and the two of them can see each other, the cryodon can choose to force the creature to make a DC 15 Charisma saving throw. On a failed save, the creature becomes frozen by the intensity of the cryodon's attention and is paralyzed until it takes damage. Additionally, the cryodon learns one secret held by the target. The target can repeat the save at the start of each of its turns, ending the effect on itself on a success.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the cryodon until the start of its next turn, when it can avert its eyes again. If it looks at the cryodon in the meantime, it must immediately make the save. A creature that succeeds on its saving throw is immune to this cryodon's freezing gaze for the next 24 hours.

Magic Weapons. The cryodon's weapon attacks are magical.

Recrystallize. When the cryodon dies, its body melts leaving a tiny, indestructible seed crystal. When the seed crystal is placed in at least 10 gallons of fresh water, the cryodon's body grows back over the course of 1d4 days, returning to life as an adult cryodon with full hit points, provided another creature tends to it for at least 2 hours each day until its body returns.

ACTIONS

Multiattack. The cryodon makes four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 10 (3d6) cold damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 10 (3d6) cold damage.

Blizzard (Recharge 5–6). The cryodon creates a snowstorm in a 20-foot-radius cylinder of 40 feet high centered on a point it chooses up to 60 feet away from it that it can see. The ground in the area becomes covered in ice and is difficult terrain for 1 minute. All creatures in the area must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) cold damage and falls prone. On a successful save, a creature takes half as much damage and doesn't fall prone.

Icy Blast (Recharge 5–6). A blast of freezing air erupts from the cryodon. Each creature in a 60-foot cone must make a DC 18 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one. A creature killed by this damage becomes a frozen statue, melting into a puddle when it thaws.

CRYSTALSIRE

Medium construct, neutral evil

Armor Class 15 (natural armor)
Hit Points 68 (8d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	18 (+4)	3 (–4)	10 (+0)	3 (–4)

Damage Resistances slashing
Damage Vulnerabilities thunder
Damage Immunities poison
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 3 (700 XP)

Sharp Skin. A creature that touches the crystalsire or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage.

Shattered Senses. When the crystalsire takes thunder damage, it loses its blindsight and is blinded until the end of its next turn.

Soul Stealer. Once per turn, when the crystalsire hits with its crystalline claws attack, it regains hit points equal to the half damage dealt by the attack.

ACTIONS

Multiattack. The crystalsire makes two crystalline claws attacks.

Crystalline Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become infected with crystalcrosis. While infected, the creature can take either an action or a bonus action on its turn but not both. Additionally, the creature gains resistance to slashing damage.

Every 24 hours, a creature infected with crystalcrosis must repeat the saving throw. On a failure it suffers a level of exhaustion. This exhaustion can't be removed until the disease is cured. The disease lasts until it is cured by a *greater restoration* spell or similar magic. If the target dies while infected with the disease, the target becomes a crystalsire under the control of the GM.

Seek Souls. The crystalsire makes a Wisdom (Perception) check to detect the presence of living creatures beyond the range of its blindsight, contested by each living creature's Charisma (Deception). On a success, the crystalsire learns the current location of living creatures within 100 feet of it.

CRYSTALSIRE

Crystalsires are grotesque amalgamations of crystals and corpses. Ancient foreclaimer scientists hoped to create a more efficient form of soul gem, but instead, they made one so hungry for life energy that it was driven to seek out victims itself. Crystalsires are motivated only by a basic need to seek out souls and replicate themselves by infecting others.

Parasitic Gem. Crystalsires are drawn toward the souls of living beings. They will attempt to slash open their prey with their crystalline claws to infect them with tiny shards. These shards grow inside a living body, slowly killing the host as they transform the victim's flesh inch by agonizing inch into sharp, unyielding stone

False Skin. Although a crystalsire's host body may appear intact on the surface, the inside of the corpse will quickly be entirely replaced by crystals. Eventually, this crystal growth bursts forth in jagged shards through the dead skin.

Dulled Senses. The crystals cannot perfectly control the corpses they infest. They move their host bodies in jerky, unnatural movements. Crystalsires cannot see or smell. They rely on sensing vibrations and a natural ability to sense souls to find new victims to infect.

Crystals + Zombies = Success

DIRE TARRASQUE

The dire tarrasque is Ambria's most terrible and powerful creature, a deadly nightmare of power and hunger ever dreamed up by the creator god [redacted]. This 70-foot-tall monstrosity bristles with spines and teeth. From the tips of its lethal horns to the end of its club-like tail, every inch of it is made to annihilate.

Creation. The tarrasque was created by Ambria's creator god, [redacted]—a slice of raw destructive power given form on the material plane. Forged at the behest of the Anahael Xeros to destroy the foreclaimers, the tarrasque's raw power is uncontrollable, even by the tarrasque itself. Ungoverned, directionless destruction defines the tarrasque. It is driven only by the desire to destroy. While it rampages, it does not fear, it does not hunger, and it does not stop.

Capture. Unluckily for the tarrasque but luckily for Ambria, it faced off against perhaps the only people who could defeat it. The foreclaimers used the stolen power of the god Stella to trap the tarrasque, piercing its body with magical crystal beams. They built a research station around it and harvested its regenerating body for their own uses. The foreclaimers did not kill it, perhaps because they couldn't or maybe because they had other plans. But they certainly did not quell the dire tarrasque's violent essence. After the foreclaimers' disappearance, the tarrasque remained imprisoned where they left it, growing ever more filled with rage.

Insatiable. The tarrasque is not hungry, but it devours without limit. It will consume everything in its path with wild indifference, leaving only rubble and ash. The tarrasque is not truly evil or chaotic, and it lacks the intelligence or wisdom to take any moral stance. Created to embody world-destroying wrath, it destroys on a scale that is more like a natural disaster than a creature.

Unkillable. Attacks that would be lethal to any other creature do little to harm the tarrasque. Its massive size, unparalleled natural weapons, and almost impenetrable defenses make it oblivious to most mortal attacks. Even exceptional magical barrages are unlikely even to make it flinch. Even if its body is taken apart or reduced to pulp, the tarrasque can fully regenerate. The essence of the tarrasque lives on in even the tiniest scrap of flesh, quickly growing back into the full-sized monstrosity.

Singular. That essence of dire tarrasque is unique. Cleaving the tarrasque in two will not grow two tarrasques. The seed of pure destruction that gave rise to the tarrasque can only exist in one place at a time. Extinguishing it forever would be a feat that defies belief.

DIRE TARRASQUE

Gargantuan monstrosity (titan), unaligned

Armor Class 25 (natural armor)
Hit Points 717 (35d20 + 350)
Speed 50 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (–4)	11 (+0)	12 (+1)

Saving Throws Str +19, Dex +9, Int +5, Wis +9, Cha +10

Skills Athletics +19, Perception +9

Damage Resistances force; bludgeoning, piercing, and slashing from magical weapons

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons not made of adamantine

Condition Immunities charmed, frightened, exhaustion, paralyzed, petrified, poisoned, stunned

Senses blindsight 120 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 19

Languages —

Challenge 30 (155,000 XP)

Almost Immortal. If the tarrasque fails a saving throw against an effect that would kill it instantly, it is reduced to 1 hit point instead.

Aura of Grounding. As if the air itself is weighed down by the terror of the tarrasque, the area in a 200-foot radius sphere centered on the tarrasque hinders flying creatures and projectiles. An airborne creature that starts its turn in the area must make a DC 19 Wisdom saving throw. On a failure, it plummets to the ground immediately, and its fly speed is reduced to 0 feet for as long as it remains in the area. A creature that succeeds on its saving throw can move as normal. Additionally, all projectiles aimed at the tarrasque have half their normal range.

Legendary Resistance (5/Day). If the tarrasque fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tarrasque has advantage on saving throws against spells and other magical effects.

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster, who becomes the new target of the spell.

Ultimate Siege Monster. The tarrasque deals triple damage to objects and structures.

Uncanny Regeneration. The tarrasque regains 30 hit points at the start of its turn. If any parts of the tarrasque's body are severed, the severed part regrows in 1d4 rounds. The tarrasque dies only if it is reduced to 0 hit points and has its regeneration halted by a *wish* spell or similar magic before the start of its next turn.

Most adventurers will be lucky enough to never have to face the dire tarrasque. Us, however...

ACTIONS

Multiattack. The tarrasque can use its Awful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Devour in place of its bite attack.

Awful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature that is missing any of its hit points makes this save with disadvantage.

A creature frightened by the tarrasque must immediately use its reaction to move as far away from the tarrasque as its speed allows. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Awful Presence for the next 24 hours.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 42 (5d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claws. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (5d8 + 10) slashing damage.

Horns. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 37 (5d10 + 10) piercing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 27 (5d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Devour. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one grappled target. *Hit:* 42 (5d12 + 10) piercing damage, and the target is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 59 (17d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 65 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 27 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

LEGENDARY ACTIONS

The tarrasque can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tarrasque regains spent legendary actions at the start of its turn.

Bash. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to its speed.

Burrow (Costs 2 Actions). The tarrasque burrows up to its full burrow speed.

Chomp (Costs 2 Actions). The tarrasque makes one bite or devour attack.

Unstoppable Rampage (Costs 3 Actions). The tarrasque moves up to 200 feet in a straight line. Creatures in its path must succeed on a DC 27 Dexterity saving throw or take 28 (8d6) bludgeoning damage. Nonmagical objects that are not being worn or carried and nonmagical structures in the line are destroyed.

Having bad luck just seems like our group's signature move at this point.

Dire Tarrasque Arm

DIRE TARRASQUE ARM

Huge monstrosity (titan), unaligned

Armor Class 21 (natural armor)
Hit Points 87 (6d12 + 48)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (–1)	26 (+8)	2 (–4)	2 (–4)	8 (–1)

Skills Athletics +11

Damage Resistances bludgeoning, piercing, and slashing from magical weapons

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons not made of adamantine

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses tremorsense 20 ft., passive Perception 6

Languages —

Challenge 9 (5,000 XP)

Magic Resistance. The arm has advantage on saving throws against spells and other magical effects.

Regeneration. As long as it has 1 hit point at the start of its turn, the arm regains 10 hit points.

Siege Monster. The arm deals double damage to objects and structures.

ACTIONS

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (5d8 + 7) slashing damage.

DIRE TARRASQUE ARM

Quinn-Ora is trying to dominate the dire tarrasque by slicing off its arm and turning it into a token she can use to control the monster as she controls the beastfolk of Alchemist's Quarry. The dire tarrasque's natural magic resists these attempts and reacts violently with Quinn-Ora's Splicer magic. Each time she severs one of its arms, the limb is teleported anywhere within 100 miles of the dire tarrasque. Wherever they appear, the arms thrash around in a frenzy of destruction. Meanwhile, the dire tarrasque regenerates a new arm, and Quinn-Ora adjusts her ritual to try again another day.

You know it's bad when just the arm is bad enough to kill you.

Jess Jackdaw

DOOM DUCK

Tiny fiend (demon), chaotic evil

Armor Class 22 (natural armor)
Hit Points 500 (40d4 + 400)
Speed 45 ft., fly 70 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	30 (+10)	30 (+10)	20 (+5)	20 (+5)	26 (+8)

Saving Throws Dex +18, Con +18, Cha +16

Skills Deception +16, Intimidation +16, Insight + 13, Perception +13, Stealth +18

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from attacks not made with adamantine weapons

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 27 (105,000 XP)

Duck Around and Find Out. The duck has advantage on attack rolls against any creature it has surprised.

Legendary Resistance (4/Day). If the duck fails a saving throw, it can choose to succeed instead.

What the Duck? Without its hat, the doom duck is indistinguishable from a normal duck.

Aquackalypse (1/Day). When the duck is reduced to fewer than half its total hit points, a flashing red aura of hatred extends in a 10 foot radius sphere around it until the end of its next turn. Each creature that starts its turn in the sphere or moves into it must succeed on a DC 22 Constitution saving throw or become blinded until the end of its next turn and gain one level of exhaustion. Additionally, while the duck has less than half its hit points, it deals an extra 5 (1d10) radiant damage with its bill, laser eyes, and earthquack.

ACTIONS

Multiattack. The duck makes two attacks with its bill. It can then use its Laser Eyes.

Bill. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 10 (1d4 + 8) bludgeoning damage plus 26 (4d12) force damage.

Laser Eyes. The duck fires lasers from its eyes in a 40-foot long, 5-foot wide line originating from the duck. All creatures in the line must make a DC 26 Dexterity saving throw, taking 19 (2d8 + 10) fire damage on a failure, or half as much on a success. The line also ignites all flammable objects it hits that aren't being worn or carried.

Earthquack (Recharge 5–6). The duck lets out a booming quack. The area in a 120-foot-radius circle centered on the duck cracks and splits, becoming difficult terrain for 1 minute. Each creature in the area must succeed on a DC 26 Constitution saving throw or take 65 (10d12) thunder damage and be deafened until the end of the duck's next turn. On a successful save, a creature takes half as much damage and is not deafened.

LEGENDARY ACTIONS

The duck can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The duck regains spent legendary actions at the start of its turn.

Attack. The duck makes a bill attack.

Hat Trick. The duck removes its hat and becomes invisible until the start of its next turn.

Doom Tornado (Costs 2 Actions). The duck beats its wings, releasing a whirlwind of razor-sharp feathers. Each creature within 15 feet of the duck must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) piercing damage and be knocked prone. The duck can then fly up to half its flying speed.

DOOM DUCK

Everyone in Ambria knows to respect ducks because there is a slim chance it might be a doom duck, one of the most feared and least understood creatures in the world.

Quacking Terrifying. That fluffy white waddler, pacing innocently by the pond? It could be a doom duck. The plump fowl drifting gracefully down the river? It could be a doom duck. The jolly squad trying on jaunty hats? They're almost certainly doom ducks!

Behatted Harbingers. Some say that doom ducks can be recognized by their tiny hats. No one knows where they get duck-sized headgear, and sensible travelers know that even ducks without hats should be treated with suspicion because they could just be doom ducks trying to trick you.

Cryptic Creature. The vast majority of doom duck sightings turn out to be regular ducks, and many believe that doom ducks are a myth made up by those who are embarrassed about being beaten up by common waterfowl. Some scholars believe doom ducks once existed but went extinct during the Umbra Wars. Others believe that anyone who comes face to face with an actual doom duck is so doomed that they could never survive to tell any tales of these creatures. Whatever the truth, the doom ducks' legacy of terror waddles on to this day.

The Tufted Truth. In reality, doom ducks are powerful fiends whose rage, strength, and evil have been compressed into the form of a duck. Being pent up in such a cute little body only intensifies the fiends' powers.

Anyone can fight a doom duck. Once.

ELOWEN

Medium humanoid (foreclaimer), neutral

Armor Class 16 (leather armor) (18 when mounted on Gurk)
Hit Points 135 (18d8 + 54)
Speed 30 ft. (20 ft., swim 40 ft. when mounted)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	17 (+3)	17 (+3)	18 (+4)	16 (+3)

Saving Throws Str +8, Dex +9, Wis +8, Cha +7
Skills Insight +8, Investigation +7, Perception +8, Persuasion +7
Senses darkvision 60 ft., passive Perception 18
Languages Stelkin
Challenge 12 (8,400 XP)

Special Equipment. Elowen wields a *+2 quarterstaff.*

Fey Ancestry. Elowen has advantage on saving throws against being charmed, and magic can't put her to sleep.

Stella's Blessing. Elowen knows the *light* cantrip, and Intelligence is her spellcasting ability for this spell.

Staff Master. Elowen deals an extra 1d6 bludgeoning damage with quarterstaff attacks (included in her attack).

Toad Rider. Elowen rides Gurk, a **giant toad** that is her loyal companion. Gurk shares Elowen's initiative in combat. While mounted, Elowen uses Gurk's movement speed and can use a bonus action each turn to have Gurk take the Dash, Disengage, or Dodge action. Additionally, while being ridden, Gurk uses Elowen's saving throws, and both Elowen and Gurk have advantage on saving throws to resist being knocked prone.

Toad-Mounted Combat. Elowen gains the following benefits as long as she remains mounted:

- She has a +2 bonus to AC.
- She has advantage on melee attack rolls against unmounted creatures of Medium or smaller size.
- Once per turn, she can deal an extra 9 (2d8) bludgeoning damage to a creature she hits with a melee weapon attack while mounted.
- She can force an attack that targets her mount to target her instead.
- If her mount is subjected to an effect that allows it to make a Dexterity save to take only half damage, it takes no damage if it succeeds and only half damage if it fails.

ACTIONS

Multiattack. Elowen makes three melee attacks or two ranged attacks.

Quarterstaff. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage or 15 (2d8 + 6) bludgeoning damage if used with both hands.

Produce Flame. *Ranged Spell Attack:* +7 to hit, range 30 ft, one target. *Hit:* 18 (4d8) fire damage.

Sass (Recharges after a Short or Long Rest). Elowen rebukes up to six creatures of her choice within 60 feet of her that can hear her. A target must make a DC 18 Charisma saving throw. On a failed save, a target takes 14 (4d6) psychic damage and has disadvantage on attack rolls made before the end of its next turn. On a success, a target takes half the damage and suffers no other effects.

ELOWEN

As the elder and leader of the foreclaimer group, Stella's Children, Elowen [she/her] has many responsibilities. She keeps her people safe and helps foreclaimers expelled from Rachaka deal with the symptoms of power crystal withdrawal. She does all this with a sassy smile and grandparental affection.

Combat Veteran. Elowen was chosen to be the leader of Stella's Children not just due to age, sass, and wisdom but also her combat experience as a former guard of Rachaka. She might look and act like a cute old granny, but she knows how to fight.

Toad Rider. Elowen is rarely seen without her trusty animal companion, the giant toad named Gurk. The giant toads of Seelia were among the first creatures Stella's Children freed from their petrified state. Elowen rescued Gurk from a mech-dinosaur attack. She fought bravely to defend him from the dinosaurs and was injured. Since that day, Gurk has been determined to repay the favor. He is her ever-vigilant protector and steed.

Empathic Leader. Freed from the empathy-dampening influence of her augmentations, Elowen has developed great compassion over her years. She wants to help lost foreclaimers that have been cast out. Her kindness can even awaken the seed of empathy in other foreclaimers.

Hope for the Future. Elowen's empathy even extends to the petrified world of Seelia, which she sees as her home. She hopes that one day she and the other Stella's Children will be able to unlock all of Seelia from its crystalline stasis.

EMERALD-THROATED HOAXER

Small monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 31 (7d6 + 7)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	15 (+2)	13 (+1)	3 (–4)	12 (+1)	14 (+2)

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Nest Egg. When the hoaxer is within 30 feet of its nest, it has advantage on attack rolls.

ACTIONS

Multiattack. The hoaxer uses its Dazzle and makes two peck attacks.

Dazzle (3/Day). The hoaxer shines with dazzling light. Each creature within 60 feet of the hoaxer that can see it must succeed on a DC 13 Constitution saving throw or be blinded until the end of the hoaxer's next turn.

Peck. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

EMERALD-THROATED HOAXER

The flashiest creature in the Bellowing Wilds is the emerald-throated hoaxer. These bird-like creatures have crystalline plumage and a long beak made from steel. Their fronts are bright emerald green, and the rest of their gem-like plumage is ruby red. Researchers believe they were originally normal birds transformed by a Chaos Zone, but they have long since become a stable population throughout the Bellowing Wilds.

Glittering Architects. Hoaxers eat gems and precious metals. They also collect treasure—the shinier, the better—and use it to build their elaborate nests on the forest floor. They spend hours carefully arranging their beautiful bowers to attract a mate. A single nest can contain over 500 gp worth of gold and jewels.

Precious Eggs. Once a pair of hoaxers have a clutch of eggs, they become highly defensive of their nest. They will attack any creature that comes within a few feet of their young. Unfortunately for the hoaxers, their eggs resemble precious gemstones, which makes them a frequent target for thieves.

Hoaxer feathers are always on my shopping list! Capes, hats, gauntlets, they add flair to any outfit!

Emerald-Throated Hoaxer

Alyse Stewart

FLOWER SIREN

Huge plant, unaligned

Armor Class 18 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	7 (–2)	14 (+2)	15 (+2)

Saving Throws Str +10, Con +11
Skills Perception +7, Performance +7
Damage Resistances cold, fire, psychic
Damage Immunities acid, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned
Senses blindsight 30 ft., tremorsense 500 ft. (blind beyond this radius), passive Perception 17
Languages —
Challenge 16 (15,000 XP)

False Appearance. While the flower siren remains motionless, it is indistinguishable from an ordinary plant.

Mimicry. The flower siren can imitate the sounds of dying or injured creatures. To discern that the sounds are imitations, a creature must succeed on a DC 17 Wisdom (Insight) check.

Vine Tendrils. The flower siren can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 20 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the flower siren, which can grow a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 18 Strength check against it.

ACTIONS

Multiattack. The flower siren makes three attacks with its tendrils, uses Reel, and uses Entomb.

Tendril. *Melee Weapon Attack:* +10 to hit, reach 60 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 10 (3d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained.

Entomb. The flower siren attempts to pull a creature it is grappling that is within 5 feet of it into its acid sac. The target must succeed on a DC 18 Strength saving throw or be entombed. While entombed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the flower siren, and it takes 35 (10d6) acid damage at the start of each of the flower siren's turns.

If the flower siren takes 40 damage or more on a single turn from a creature inside it, the flower siren must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the flower siren. If the flower siren dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

The flower siren can entomb up to four Medium-sized creatures at once.

Reel. The flower siren pulls all creatures grappled by it up to 15 feet directly towards it.

Lure. The flower siren targets one creature within 500 feet that can hear it. The target must succeed on a DC 15 Wisdom saving throw or be charmed by the flower siren for 1 minute. A charmed target must use the dash action on its turn to move directly toward the flower siren. A charmed target can repeat its saving throw at the end of each of its turns and whenever it takes damage.

LEGENDARY ACTIONS

The flower siren can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The flower siren regains spent legendary actions at the start of its turn.

Tendril. The flower siren makes one tendril attack.

Lure (Costs 2 Actions). The flower siren uses its lure action.

Root Barrage (Costs 2 Actions). The flower siren chooses a 15-foot-cube on the ground within 60 feet of it, erupting its roots into the space. Each creature inside the cube must make a DC 18 Dexterity saving throw taking 21 (6d6) bludgeoning damage on a failure, or half as much damage on a success. Additionally, the area becomes difficult terrain for 1 minute.

FLOWER SIREN

Flower sirens are the largest carnivorous plants in the Bellowing Wilds. These floral predators have beautiful petals and elegant vines. Unfortunately, most who get close enough to see a flower siren's beauty don't get to live long enough to appreciate the sight.

Morbid Mimicry. Flower sirens are expert mimics, specializing in the sound of hurt and dying creatures, from the groans of a dying deer intended to attract scavengers to the pitiful cries of a child. Once a curious creature has been lured in close enough, the siren will latch on to it with its tendrils and force it into the plant's acid sacs, where the victim will slowly dissolve into a nutritious goo.

Sensitive Roots. The roots of flower sirens extend far beyond the plant itself, sometimes up to 500 feet. This allows flower sirens to sense footsteps and plan their traps accordingly. Flower sirens do not have a central brain, but their extensive webs of roots give them a cunning—if incomprehensible—intellect.

Great Vinegar. The deadly acid of the flower siren can be distilled by alchemists to produce delicious vinegar. Vinaigrettes made with flower siren vinegar are perfect for salads.

FORECLAIMER AUTOMATONS

The foreclaimers constructed mechanical creatures to assist them. These automatons come in various sizes and designs, but all have some defensive capabilities that allow them to carry out tasks in a dangerous jungle environment.

Soul Powered. Automatons are powered by soul gems, and as long as enough creatures die in their vicinity, foreclaimer mechs automatically refuel by absorbing souls. Conveniently for the automatons, many creatures tend to die around them—because the automatons kill them.

Corrupted Programming. The automatons turned against their creators in the event called Xanu's Decimation. Using his affinity for souls, the artificial god Xanu reached into the soul gems powering the automatons and overrode their programming with a new order to "Kill them all." The carnage was sudden and brutal, catching the foreclaimers off guard as their formerly obedient machines turned on them. Xanu corrupted the chargers, eradicators, shadow walkers, snatchers, watchers, and one of the two supreme guardian mech dragons.

Masterless Machines. Driven by their orders, many automatons pursued the surviving foreclaimers into the world beyond the portal, Seelia. Those that remained in the Bellowing Wilds once the foreclaimers had vanished from the world became erratic. Some returned to their original programming, carrying out tasks for absent masters they had killed. Others can not tell the difference between foreclaimers and other humanoids and continue to follow Xanu's deadly instructions. A few have fallen dormant, awaiting new orders or repair.

CHARGER

These aggressive automatons were modeled after agile dinosaurs. Foreclaimer warriors used chargers as mounts when they needed to move quickly through thick jungle. They are 8 feet long and equipped with razor claws and a sharp tail-blade, which they use to cut through enemies as they race past.

Deadly Speed. Chargers usually operate in packs of three to six. They coordinate their attacks through silent communication, charging in and flanking their opponents as a unit. Employing hit-and-run tactics, they use their speed to dart around enemies, tearing them to pieces with rapid slashes of their claws and tails.

CHARGER

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	8 (−2)	14 (+2)	8 (−2)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Stelkin but can't speak

Challenge 3 (700 XP)

Charge Rush. If the charger moves at least 20 feet straight toward a target and then hits with a tail attack on the same turn, the target takes an additional 7 (2d6) slashing damage, and the charger can take the Disengage action as a bonus action.

Magic Weapons. The charger's weapon attacks are magical.

Pack Tactics. The charger has advantage on an attack roll against a creature if at least one of the charger's allies is within 5 feet of the creature and the ally isn't incapacitated.

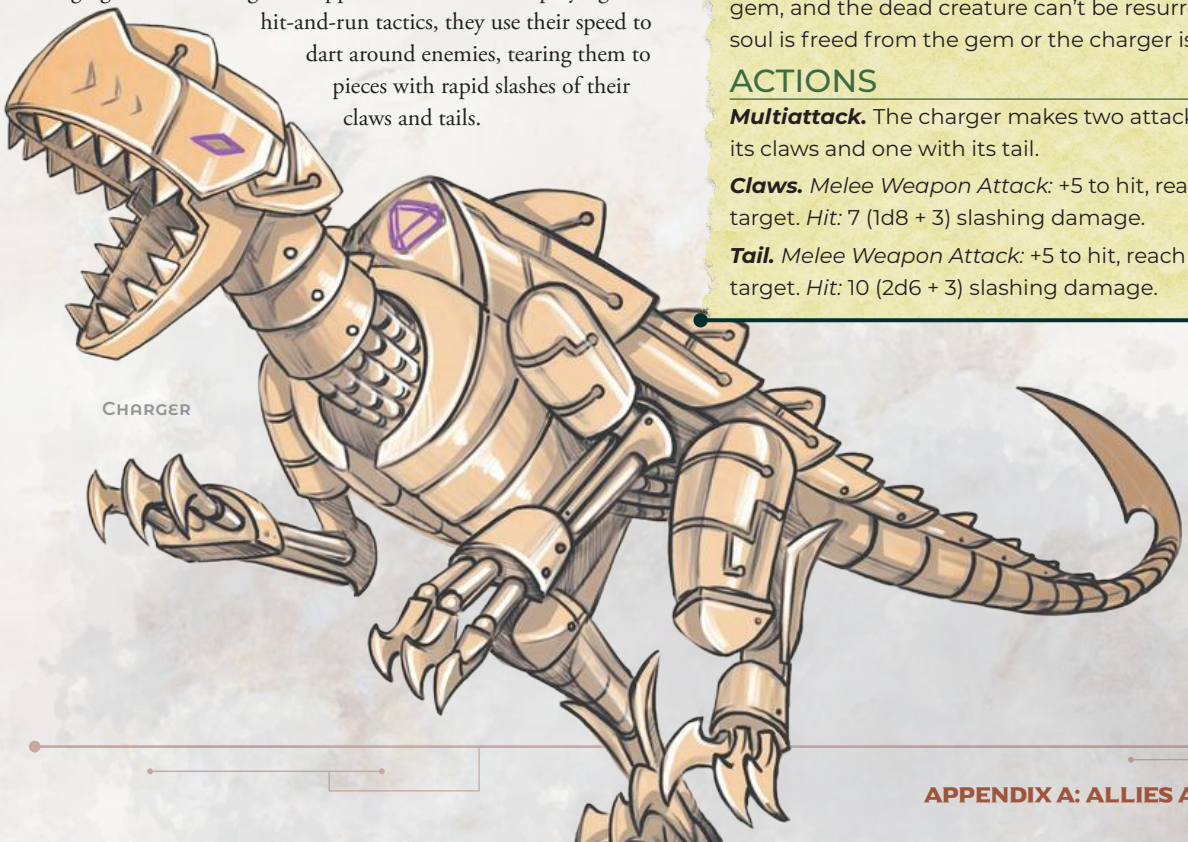
Soul Powered. The charger does not need to eat, sleep, or breathe. The soul of any creature that dies within 30 feet of the charger is absorbed by the charger's soul gem, and the dead creature can't be resurrected until its soul is freed from the gem or the charger is killed.

ACTIONS

Multiattack. The charger makes two attacks, one with its claws and one with its tail.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.



CHARGER

Alyse Stewart

ERADICATOR

Huge construct, unaligned

Armor Class 16 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	9 (–1)	15 (+3)	9 (–1)

Skills Perception +7

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages understands Stelkin but can't speak

Challenge 9 (5,000 XP)

Noisy. The eradicator has disadvantage on Dexterity (Stealth) checks.

Magic Weapons. The eradicator's weapon attacks are magical.

Soul Powered. The eradicator does not need to eat, sleep, or breathe. The soul of any creature that dies within 60 feet of the eradicator is absorbed by the eradicator's soul gem, and the dead creature can't be resurrected until its soul is freed from the gem or the eradicator is killed.

Trampling Charge. If the eradicator moves at least half its speed, it can move through the space of any creature smaller than Huge. The first time the eradicator enters a creature's space during its turn, the creature must make a DC 17 Dexterity saving throw. On a success, the creature is pushed 5 feet away from the eradicator. On a failure, the creature is pushed 5 feet away from the eradicator creature and is knocked prone.

ACTIONS

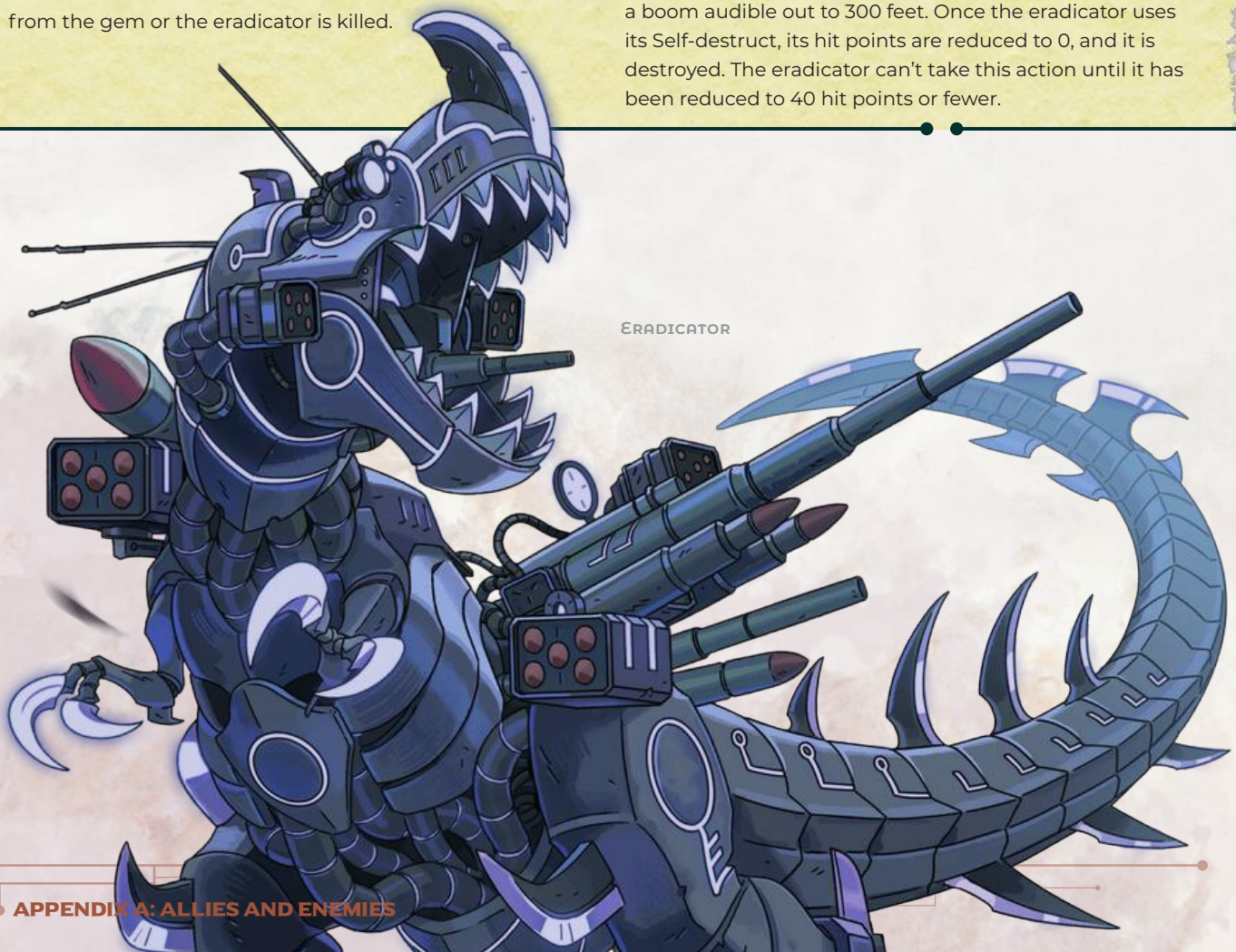
Multiattack. The eradicator makes three attacks: one with its bite or rocket tooth and two with its spine missile.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. This attack ignores resistance to piercing damage and the damage threshold of objects.

Rocket Tooth. *Ranged Weapon Attack:* +9 to hit, range 20/40 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 3 (1d6) fire damage.

Spine Missile. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., two targets within range that are within 5 feet of each other. *Hit*: 12 (2d6 + 5) piercing damage.

Self-destruct. The eradicator explodes, unleashing a powerful blast that rushes out from the eradicator in a 20-foot-radius sphere. All creatures within this area must make a DC 15 Dexterity saving throw, taking 22 (5d8) fire damage and 27 (5d10) thunder damage on a failure or half as much damage on a success. The explosion also damages structures and unattended objects in the area and emits a boom audible out to 300 feet. Once the eradicator uses its Self-destruct, its hit points are reduced to 0, and it is destroyed. The eradicator can't take this action until it has been reduced to 40 hit points or fewer.



Eradicator

Vanessa Wei

FIXER

Tiny construct, unaligned

Armor Class 14 (natural armor)
Hit Points 33 (6d4 + 18)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	16 (+3)	16(+3)	3 (−4)	8 (−1)	3 (−4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Stelkin but can't speak

Challenge 1 (200 XP)

Magic Weapons. The fixer's weapon attacks are magical.

Soul Powered. The fixer does not need to eat, sleep, or breathe. The soul of any creature that dies within 10 feet of the fixer is absorbed by the fixer's soul gem, and the dead creature can't be resurrected until its soul is freed from the gem or the fixer is killed.

ACTIONS

Stab. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Poke. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage plus 2 (1d4) force damage, and the target must succeed on a DC 15 Strength saving throw or be pushed 10 feet away from the fixer.

Quick Fix (2/Day). The fixer repairs one construct it can see within 5 feet of it. The construct regains 7 (2d4 + 2) hit points.

ERADICATOR

Resembling tyrannosaurus rexes, eradicators are larger and more powerful versions of chargers. These military automatons are equipped with as many weapons as their designers could mount on them, including projectile teeth and spines. Eradicators are shockingly fast for their size and can easily hunt down fleeing targets.

Big Threats. Eradicators are not subtle hunters. They are huge and loud, crushing anything unlucky enough to get in their way. They are rarely found wandering the Bellowing Wilds as most eradicators followed the foreclaimers to Seelia, where they remain a significant threat.

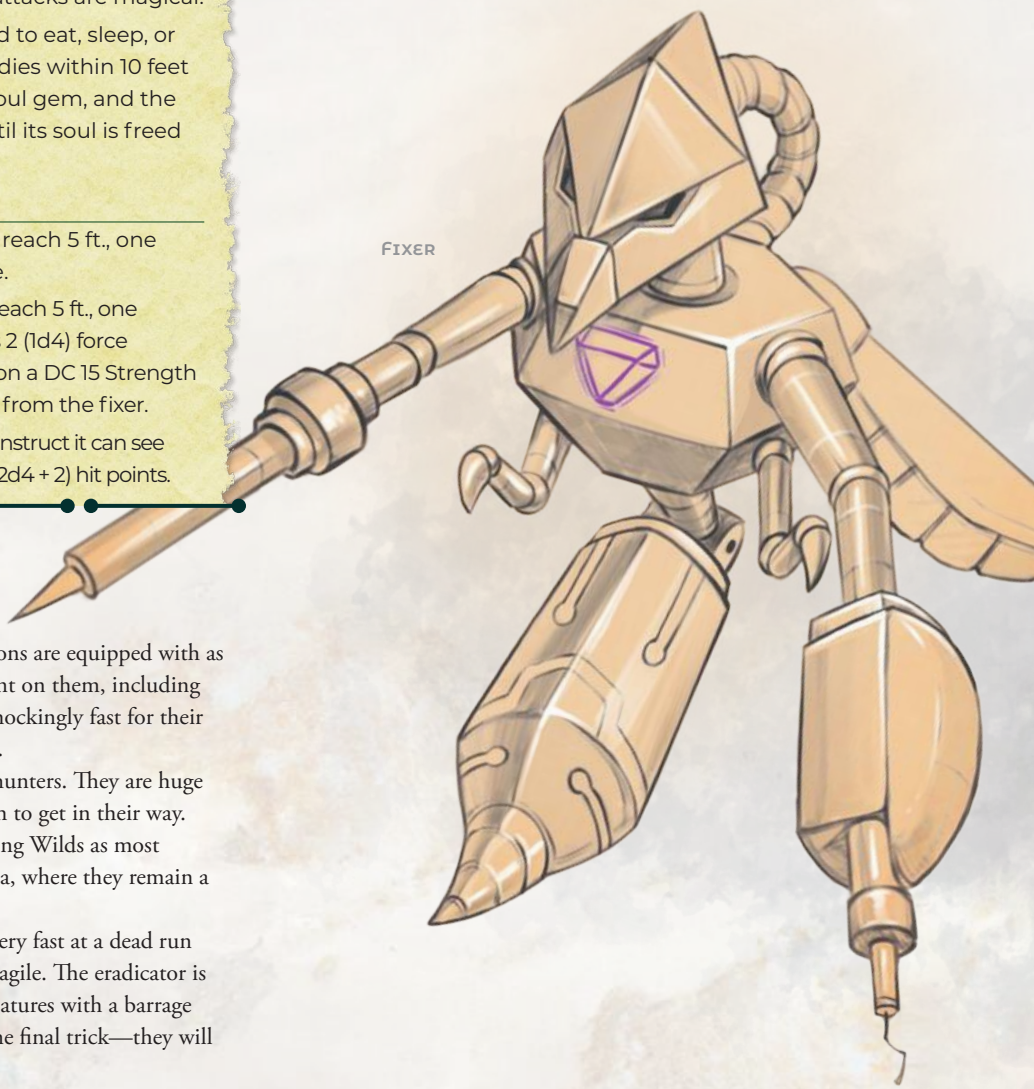
Heavy Combat Units. Eradicators are very fast at a dead run but are too overloaded with weaponry to be agile. The eradicator is designed to overwhelm groups of smaller creatures with a barrage of attacks. Overwhelmed eradicators have one final trick—they will explode if they have no chance of victory.

FIXER

Fixers are tiny insect-like constructs armed with an assortment of tools. They were designed to repair structures, magic devices, and automatons. Their diminutive bodies enable them to crawl into tight spaces to reach places that regular tools or workers could not. During the heyday of the foreclaimers, swarms of fixers were a common sight across Stellandi, and they are still the most numerous automatons in the Bellowing Wilds today.

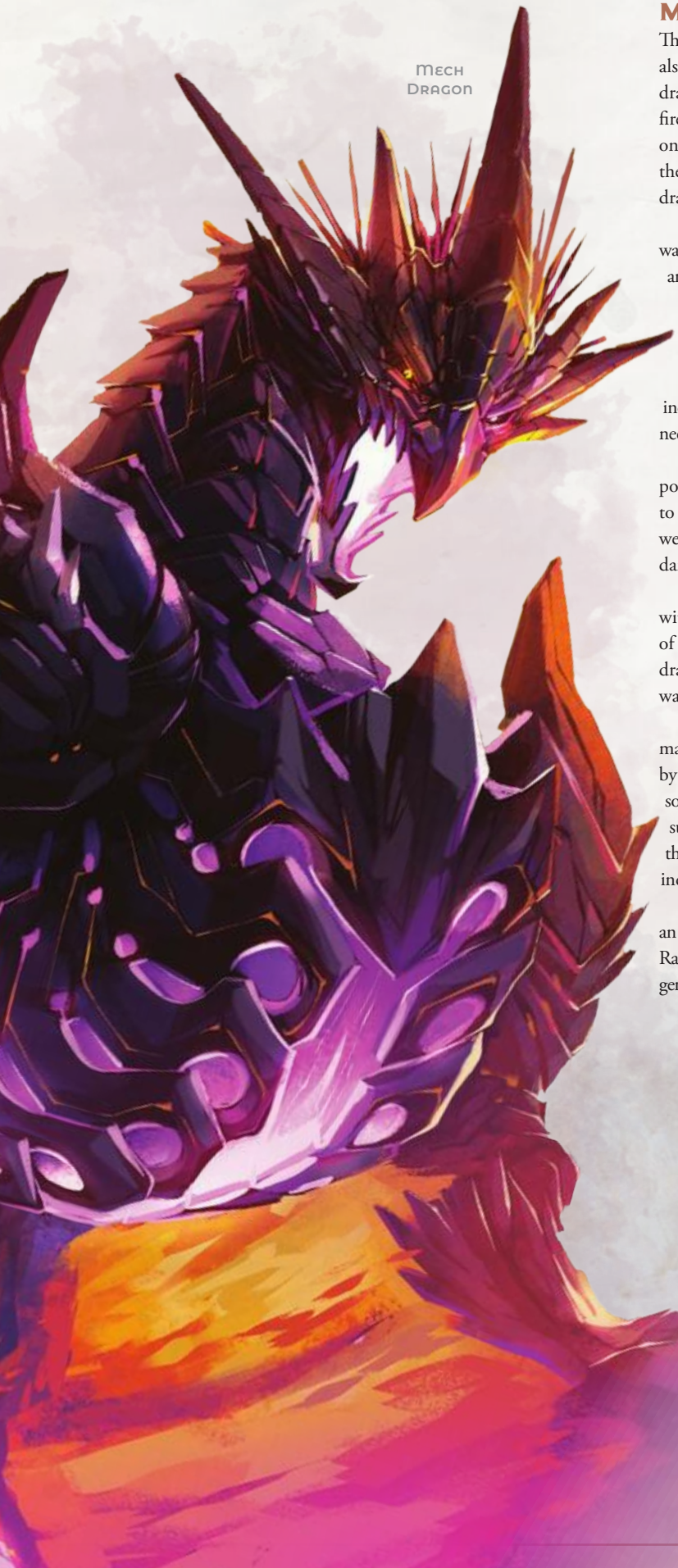
Peaceful Workers. Unlike most other automatons, fixers only have basic defense capabilities and are solely focused on fulfilling their repair duties. They will only lash out at a creature if they feel threatened or attacked. If a creature blocks their paths, fixers usually just poke them with their tools until they move. Thanks to their limited offensive capacity, Xanu didn't include the fixers in his corruption of the automatons during his Decimation of the foreclaimers. Therefore, fixers remain largely non-hostile. However, interrupting a fixer from its work will earn you a shock.

Pack and Go. Fixers were stored in small metal boxes from which they were deployed. A single container could house up to twelve of these automatons. The fixers would obey the commands of whoever opened their box as long as those commands were given in Stelkin.



Fixer

Alyse Stewart



Mech Dragon

MECH DRAGON

The foreclaimer's most powerful automatons are the mech dragons, also known as the Supreme Guardian. They resemble metallic dragons and function as flying warships with unprecedented firepower. The construction was so demanding and complex that only two were ever built. Their original purpose was to protect the foreclaimer empire from the potential threat of dragon invasion.

Different Destinies. During Xanu's Decimation, one mech dragon was corrupted by Xanu. It pursued the foreclaimers through the portal and into the world of Seelia, where it remains a significant threat.

The other mech dragon was undergoing maintenance during the Decimation. As it was inactive, Xanu was not able to corrupt it. This mech dragon has remained dormant in its hangar within the Bi-Gem Facility since the foreclaimers fled Ambria. Its repairs were incomplete at the time of the Decimation, and it is missing the gems needed to power it.

Fearsome Firepower. The mech dragons were fitted with powerful weapons for melee and ranged combat, allowing them to take on dragons and other major airborne threats. Some of its weapons were so overpowered that a mech dragon could even damage itself by using them at full power.

Willful Vehicle. While the mech dragons were programmed with artificial intelligence, they were usually piloted by a trained crew of three to five foreclaimers. Under extreme circumstances, a mech dragon can operate independently; otherwise, it is programmed to wait for direct orders from creatures within its cockpit.

Supreme Energy. Such impressive weapons and size require massive amounts of energy. Therefore, mech dragons must be powered by two large crystals, inserted into the eye sockets. While a massive soul gem is powering the dragon, it automatically keeps its power supply stable by absorbing the souls of creatures it slays, converting them into power. If its power level drops dangerously low, it indiscriminately seeks out large numbers of souls to recharge itself.

More Mechs, More Problems. Goddrick III has been developing an even more powerful mech dragon in a secret hangar deep beneath Rachaka. Unlike the Ambrian models, it relies on power crystals, not soul gems or solar crystals, for energy.

Jess Jackdaw

MECH DRAGON

Gargantuan construct (vehicle), unaligned

Armor Class 23 (natural armor)
Hit Points 409 (21d20 + 189)
Speed 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	28 (+9)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +15, Dex +9, Con +16, Int +7

Skills Perception +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic, radiant

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages —

Challenge 21 (33,000 XP)

Construct Body. The dragon does not need to eat, sleep, or breathe.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Weapons. The dragon's attacks are magical and adamantine.

Soul Powered. While powered by at least one soul gem, the soul of any creature that dies within 50 miles of the dragon is absorbed by the dragon's soul gem, and the dead creature can't be resurrected until its soul is freed from the gem or the dragon is killed.

Recharge Rampage. If the dragon drops to 100 hit points or fewer or uses its laser cannon three times within 24 hours, it rampages and automatically acts to recharge itself. While rampaging, the dragon can't be controlled by a pilot. Its actions during the rampage depend on which crystals are installed in the dragon's eye sockets:

Two Solar Crystals. If both its eye sockets contain solar crystals, while rampaging it uses its movement on each of its turns to move toward an area of bright sunlight. The dragon regains 20 hp each hour it spends looking at the sun. If it can't reach an area of bright sunlight within 24 hours, it shuts down until charged crystals are inserted.

One or More Soul Gems. If one or both of its eye sockets contain soul gems, the dragon moves in the direction of the largest concentration of living creatures until it is within range to attack. The dragon regains 10 hp for each creature it kills while it is rampaging as their souls are sucked into its gem. The rampage ends once the dragon has regained 250 or more hit points.

ACTIONS

Multiattack. The dragon makes four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 11 (2d10) radiant damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Laser Cannon (Recharge 5–6). The dragon exhales a beam of energy in a 240-foot line that is 20 feet wide. Each creature in the line must make a DC 24 Dexterity saving throw. On a failed save, a creature takes 66 (12d10) radiant damage and is blinded until the start of the dragon's next turn. On a success, a creature takes half as much damage and isn't blinded. Objects and structures in the line automatically fail their saving throws and take the full amount of radiant damage.

Electromagic Pulse (1/Day). The dragon emits a strong pulse of arcane energy. All creatures and structures in a 60-foot radius sphere centered on the dragon must make a DC 24 Constitution saving throw, taking 78 (12d12) force damage on a failed saving throw, or half as much damage on a successful one. Constructs have disadvantage on this saving throw. After using its electromagic pulse, the mech dragon becomes incapacitated, and its speed becomes 0 for 1d6 rounds.

USING THE MECH DRAGON AS A VEHICLE

Up to ten Medium-sized creatures can fit inside the mech dragon's cockpit comfortably, but only one creature is required to pilot it. The mech dragon has four stations inside its cockpit, and each controls a different part of the mech dragon. Once a creature has used a station, that station can't be used again until the start of the next round. If the pilot doesn't use its action to control the mech-dragon, the mech dragon takes the Dodge action, and the weapon stations can't be used until the start of the pilot's next turn. If the mech dragon's recharge rampage trait is activated, it can no longer be controlled from inside the cockpit until it has returned to full hit points. The stations inside the mech dragon are:

Pilot Seat. A creature at this station can use its action to control the mech dragon and can choose to cause it to move up to its speed in a direction of the pilot's choice and make one bite attack.

Forward Melee Weapons Station. A creature at this station can use its action to cause the mech dragon to make two claw attacks.

Aft Melee Weapons Station. A creature at this station can use its action to cause the mech dragon to make two tail attacks.

Ranged Weapons Station. A creature at this station can use its action to cause the mech dragon to use its laser cannon or electromagic pulse.

Don't tell the other monsters, but the mech dragon is my favorite creation.

MIRROR KNIGHT

Medium construct, unaligned

Armor Class 18 (natural armor)
Hit Points 142 (15d8 + 75)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	18 (+4)	14 (+2)	10 (+0)

Saving Throws Str +11, Con +10

Skills Perception +7

Damage Resistances fire, lightning, radiant; bludgeoning, piercing, and slashing from weapons that aren't adamantine

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages understands Stelkin but can't speak

Challenge 13 (10,000 XP)

Magic Weapons. The knight's weapon attacks are magical.

Modular Weaponry. On each of its turns, the knight can use a bonus action to gain one of the following effects. Each effect lasts until the start of its next turn.

- The knight changes the damage type of one of its attacks to bludgeoning, piercing, or slashing damage.
- The knight's first melee attack this turn gains an extra 5 feet of reach.
- The knight gains +2 to its AC.

Mirror Defense. Melee weapon attacks made against the knight have disadvantage if the attacker has used the same weapon to attack the knight within the last 1 minute.

Soul Powered. The knight does not need to eat, sleep, or breathe. The soul of any creature that dies within 40 feet of the knight is absorbed by the knight's soul gem, and the dead creature can't be resurrected until its soul is freed from the gem or the knight is killed.

Spell Reflection. When the knight is targeted with a spell attack of 5th level or lower, the spell is reflected and the caster becomes the target of the spell. The knight has advantage on saving throws against spells of 6th level or higher, and against all other magical effects.

ACTIONS

Multiattack. The knight makes three attacks with its strike or its shard.

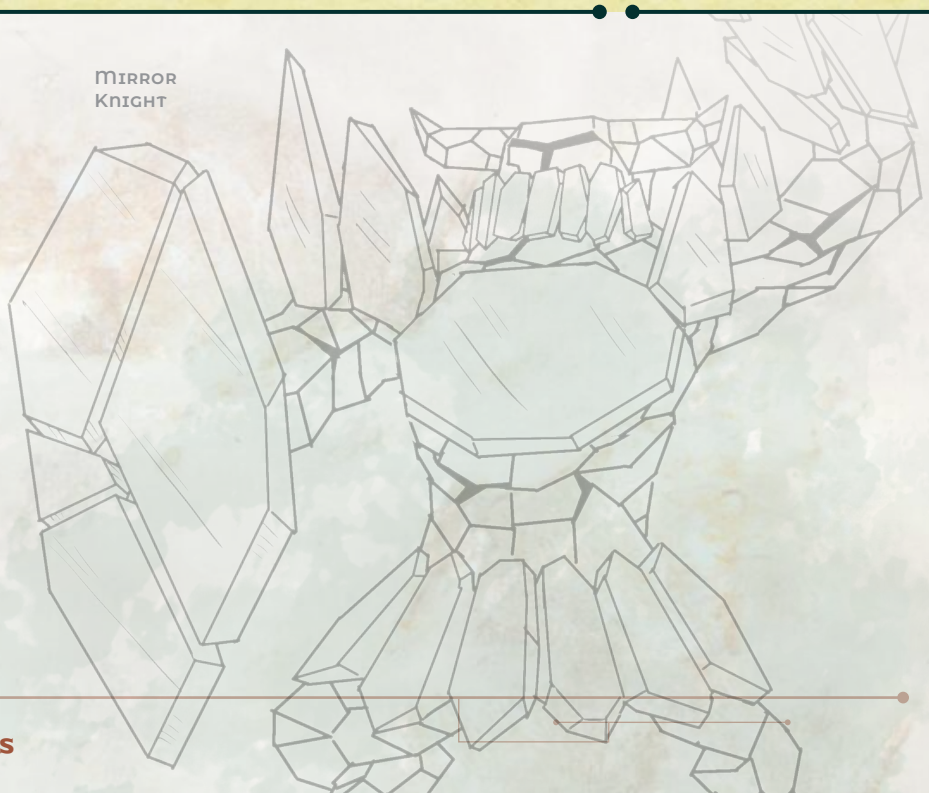
Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Shard. *Ranged Weapon Attack:* +11 to hit, range 30/60 ft., one target. *Hit*: 22 (3d10 + 6) piercing damage.

Spin (Recharge 4–6). The knight slashes out in a wide circle. Each creature within 10 feet of it must make a DC 19 Dexterity saving throw, taking 26 (4d12) slashing damage on a failure or half as much damage on a success.

REACTIONS

Memorize. When the knight is hit by a weapon attack, it can use its reaction to memorize the attack. On its next turn, the knight can use a bonus action to recreate the memorized attack to target a creature of its choice it can see within range, using its strike for melee attacks or its shard for ranged attacks. On a hit, this attack deals the same kind of damage as the memorized attack, though any damage other than bludgeoning, piercing or slashing becomes radiant when dealt by the knight. If the memorized attack has any extra effects, the knight's attack has the same effects.



Mirror Knight

Avery Howett

SENTINEL

Medium construct, unaligned

Armor Class 17 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Dex +8, Con +9, Int +8

Skills Perception +6

Damage Resistances fire; bludgeoning, piercing, and slashing from weapons that aren't adamantine

Damage Immunities poison, psychic, radiant

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages understands Stelkin but can't speak

Challenge 15 (11,500 XP)

Blade of Light. The sentinel's weapon attacks ignore resistance to slashing damage.

Blinding Light. A creature that hits the sentinel with a melee attack while within 5 feet of it must make a DC 17 Constitution saving throw. On a failure, the creature takes 7 (2d6) radiant damage and is blinded until the start of its next turn.

Magic Resistance. The sentinel has advantage on saving throws against spells and other magical effects.

Radiant Weapons. The sentinel's weapon attacks are magical. When the sentinel hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Soul Powered. The sentinel does not need to eat, sleep, or breathe. The soul of any creature that dies within 40 feet of the sentinel is absorbed by the sentinel's soul gem, and the dead creature can't be resurrected until its soul is freed from the gem or the sentinel is killed.

ACTIONS

Multiattack. The sentinel makes three attacks with its light blade.

Light Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage plus 18 (4d8) radiant damage. If the sentinel rolls a critical hit against a creature, roll an additional d20. On a result of 20, it lops off one of the target's limbs, with the effect of such loss determined by the GM.

REACTIONS

Tactical Edge. When the sentinel is hit by a melee attack by a creature it can see, it can use its reaction to halve the damage.

Richard Nguyen

MIRROR KNIGHT

The mirror knight is the defender of one of the most sensitive foreclaimer research sites, the Bi-Gem Facility. Made of diamond-hard crystal and armored with mirrors, the mirror knight is designed to withstand attacks as it learns how to overcome them. The knight is singularly dedicated to preventing anyone or anything from interfering with the soul gem or the solar crystal at the heart of the Bi-Gem facility.

Deadly Defense. The mirror knight's unique armored body was inspired by the foreclaimers' studies of the dire tarrasque. It is impervious to many attacks and can reflect spells. The foreclaimers added programming that could learn and adapt to this highly defensive frame. The mirror knight learns by observing its opponents. While it can't copy spells or magical abilities, it can perfectly replicate attacks made with weapons. The mirror knight can rearrange its mirror plates to form weapons, armor, and other tools needed to reflect and surpass its opponents.

SENTINEL

The sentinel is a sophisticated automaton built to protect the foreclaimers' most valuable artifacts or sensitive operations. They represented the pinnacle of foreclaimer military engineering: sleek, crystalline machines capable of brilliant tactical thinking. Most of these ancient automatons have been damaged beyond repair by time or in combat. Only one operational unit remains—a brutal living blade that relentlessly executes its order to defend the Power Crystal Manufacturing Site, even though the ones who instructed it are long dead. The sentinel has no concept of good and evil, logic or reason. It will stop at nothing to execute its ancient commands and eliminate anyone who attempts to stop it.

Brilliant Weapons. Sentinels were grown from an ultra-hard material similar to power crystals, making them resistant to almost all weapons of nature or forge. A soul gem is integrated into a sentinel's head. As the entire automaton is made from crystal, it can distribute its power with immense efficiency, making it exceptionally fast. In combat, sentinels infuse their bladed arms with radiant energy, enabling them to slice through even the most formidable armor.

Sentinel

SHADOW WALKER

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	19 (+4)	16 (+3)	16 (+3)	8 (–1)

Skills Perception +9, Stealth +6, Survival +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages understands Stelkin but can't speak

Challenge 6 (2,300 XP)

Bladed Exterior. A creature that touches the shadow walker or hits it with a melee attack while within 5 feet of it takes 7 (2d6) slashing damage.

Magic Weapons. The shadow walker's weapon attacks are magical.

Shadow Stealth. While in dim light or darkness, the shadow walker can take the Hide action as a bonus action.

Sneak Attack (1/Turn). The shadow walker deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the shadow walker that isn't incapacitated and the shadow walker doesn't have disadvantage on the attack roll.

Soul Powered. The shadow walker does not need to eat, sleep, or breathe. The soul of any creature that dies within 30 feet of the shadow walker is absorbed by the shadow walker's soul gem, and the dead creature can't be resurrected until its soul is freed from the gem or the shadow walker is killed.

Watchful. The shadow walker cannot be surprised while it is conscious.

ACTIONS

Multiattack. The shadow walker makes two attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

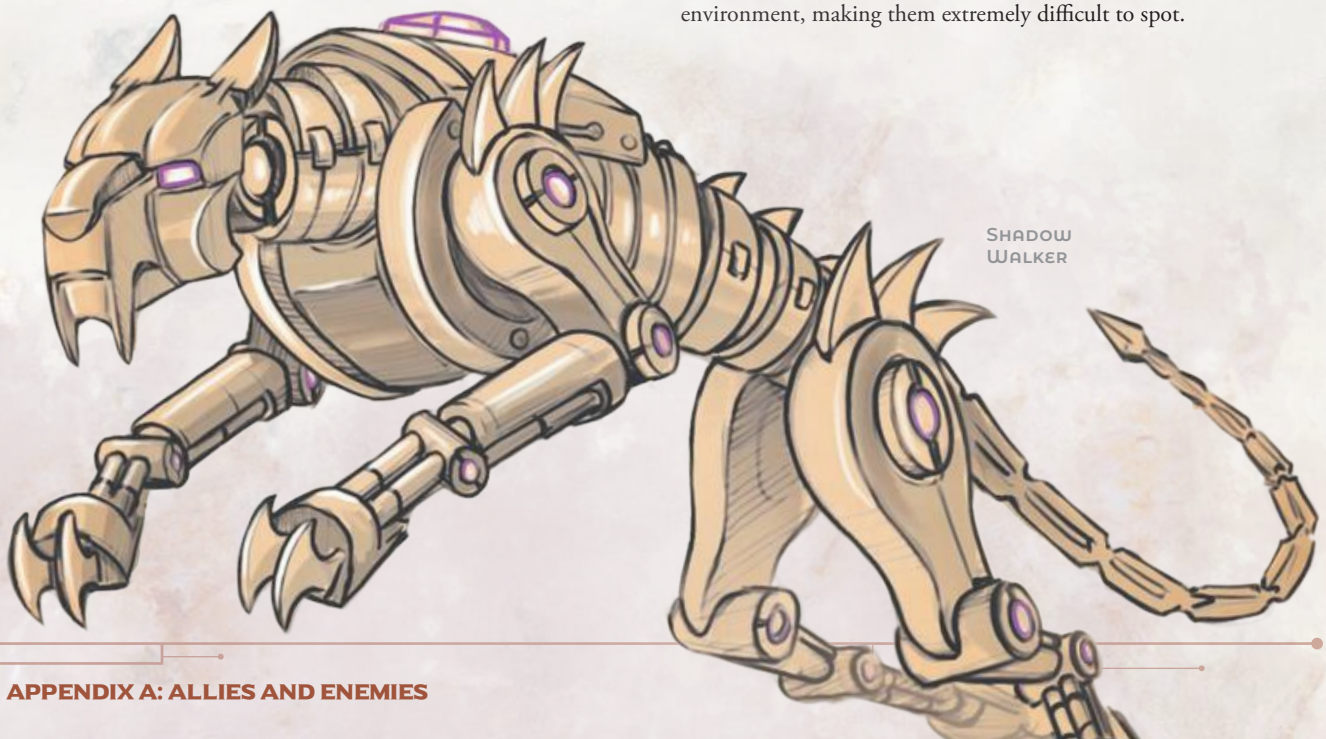
Data Projection. The shadow walker creates an illusion of an area of terrain or a sound it has observed as if using the *minor illusion* spell.

SHADOW WALKER

Shadow walkers were reconnaissance automatons designed to retrieve data from dangerous environments. They had a secondary purpose as spies within Stellandi, used by the leadership to surveil and assassinate dissidents. Shadow walkers were modeled after sleek and stealthy jungle cats but were also given plenty of blades so they could slice their way out of dangerous situations.

Vigilant Observers. Shadow walkers have sensors all over their bodies that give them excellent vision in all directions. Their multifaceted observational abilities enable them to create maps of unparalleled detail and accuracy. They also record sound and can replay it.

Unseen Assassins. Shadow Walkers have an arcane camouflage generator that grants them partial invisibility. Even when this is not active, their metal casing appears to shift in color to match the environment, making them extremely difficult to spot.



Shadow Walker

Alyse Stewart

WATCHER

Large construct, unaligned

Armor Class 22 (natural armor)
Hit Points 187 (15d10 + 105)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	25 (+7)	6 (−2)	10 (+0)	3 (−4)

Saving Throws Str +10, Dex +8, Con +11

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages understands Stelkin but can't speak

Challenge 12 (8,400 XP)

Clear Cutter. The watcher is not affected by nonmagical difficult terrain.

Jungle Siege Monster. The watcher deals double damage to objects, plants, and structures.

Magic Weapons. The watcher's weapon attacks are magical.

Soul Powered. The watcher does not need to eat, sleep, or breathe. The soul of any creature that dies within 60 feet of the watcher is absorbed by the watcher's soul gem, and the dead creature can't be resurrected until its soul is freed from the gem or the watcher is killed.

Sturdy. The watcher has advantage on ability checks and saving throws made to resist being pushed, moved, or knocked prone.

ACTIONS

Multiattack. The watcher makes three bash attacks.

Bash. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage.

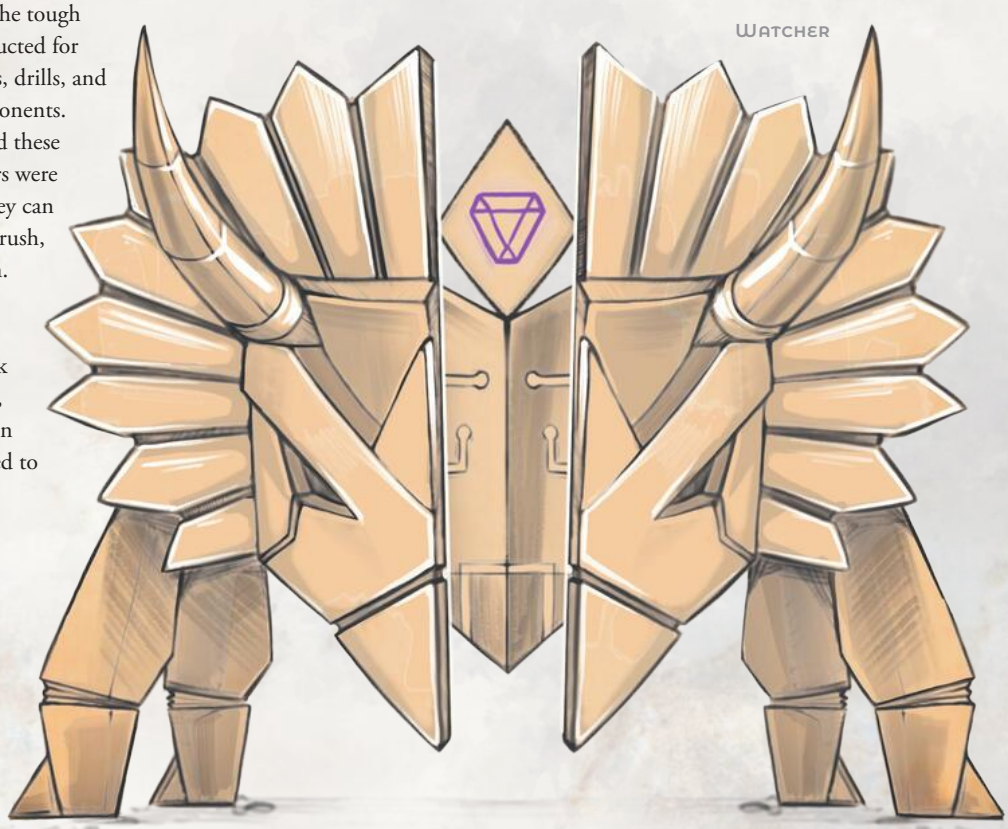
Leveler. The watcher slams its forward shields into the ground, cracking the terrain in a 10-foot-radius circle centered on itself. All creatures in the area must succeed on a DC 18 Strength saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. Additionally, the area becomes difficult terrain.

Crystal Cannon (Recharge 5–6). The watcher blasts energy in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 65 (10d12) radiant damage on a failed saving throw, or half as much damage on a successful one. After the watcher fires its crystal canon, its AC is reduced to 18 until the start of its next turn.

WATCHER

Watchers are giant automatons designed for construction and demolition. They were modeled after the tough triceratops. Although they were not constructed for military purposes, their arsenal of buzzsaws, drills, and cutting blades makes them formidable opponents. Xanu's corruption of their soul gems turned these once docile constructs into killers. Watchers were designed to destroy obstacles of nature. They can obliterate dense foliage, impassable underbrush, and even trees without slowing their march.

Overcharged. Watchers were designed with oversized soul gems to give them enough power to drill and cut through rock and metal. Using this abundance of energy, they can project a deadly blast. While not in use, they keep their forward shielding closed to protect this crystal cannon.



Alyse Stewart

FORECLAIMER FIGHTER

Foreclaimer fighters are combat specialists. They train rigorously to be able to operate at peak efficiency. When choosing augmentations, they opt for those that make them strong and durable.

FORECLAIMER MAGE

Foreclaimer mages work at the intersection of science and magic, deriving their spells from laboratory research rather than old tomes. They specialize in manipulating arcane energy in innovative ways. With a *charged power crystal** fueling their bodies and their spellcasting, foreclaimer mages are particularly formidable.

Foreclaimer Fighter

FORECLAIMER FIGHTER

Medium humanoid (foreclaimer), any alignment

Armor Class 19 (breastplate, *spellguard shield*)
Hit Points 123 (13d8 + 65)
Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	20 (+5)	14 (+2)	14 (+2)	13 (+1)

Saving Throws Str +9, Dex +7, Con +8, Int +5

Skills Athletics +9, Investigation +5, Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Stelkin

Challenge 8 (3,900 XP)

Special Equipment. The fighter has a quiver of 20 *foreclaimer arrows**, wields a *+1 longsword*, and is attuned to a *spellguard shield*.

Augmentations. While the fighter is powered by a *charged power crystal**, it has the following traits:

Crystal Charged. The fighter does not require food, drink, or sleep.

Dampened Empathy. The fighter has disadvantage on Deception, Insight, and Persuasion checks.

Enhanced Musculature. The fighter's carrying capacity is calculated as though it were a Large creature.

Toughened Nerves. The fighter has advantage on Constitution saving throws and +1 to its AC (included in its AC).

Fey Ancestry. The fighter has advantage on saving throws against being charmed, and magic can't put it to sleep.

Spellguard Shielded. While holding its *spellguard shield* the fighter has advantage on saving throws against spells and other magical effects, and spell attacks against the fighter are made with disadvantage.

Stella's Blessing. The fighter knows the *light* cantrip, and Intelligence is its spellcasting ability for this spell.

ACTIONS

Multiattack. The fighter makes three melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7) slashing damage if used with two hands.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus 3 (1d6) radiant damage and the target sheds bright light in a 10-foot radius until the start of the fighter's next turn.

REACTIONS

Parry. The fighter adds 3 to its AC against one melee attack that would hit it. To do so, it must see the attacker and be wielding a melee weapon.

Avery Howett

FORECLAIMER MAGE

Medium humanoid (foreclaimer), any alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	19 (+4)	18 (+4)	17 (+3)

Saving Throws Int +8, Wis +8

Skills Arcana +8, History +8, Investigation +8, Perception +8, Sleight of Hand +7

Senses darkvision 60 ft., passive Perception 18

Languages Common, Stellkin

Challenge 9 (5,000 XP)

Augmentations. While the mage is powered by a *charged power crystal**, it has the following benefits:

Arcane Evasion. If the mage is subjected to a magical effect that allows it to make a saving throw to take only half damage, the mage instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Crystal Charged. The mage does not require food, drink, or sleep.

Dampened Empathy. The mage has disadvantage on Deception, Insight, and Persuasion checks.

Enhanced Cognition. The mage has advantage on Intelligence checks and saving throws, and can accurately recall anything it has seen or heard throughout its entire lifetime.

Fey Ancestry. The mage has advantage on saving throws against being charmed, and magic can't put it to sleep.

Stella's Blessing. The mage knows the *light* cantrip, and Intelligence is its spellcasting ability for this spell.

Spellcasting. The mage is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *prestidigitation*, *produce flame*, *ray of frost*

1st Level (4 slots): *detect magic*, *mage armor*^, *magic missile*, *shield*

2nd Level (3 slots): *misty step*, *scorching ray*, *suggestion*

3rd Level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *arcane eye*, *resilient sphere*, *shattered mirror image**^

5th level (2 slots): *cone of cold*, *dominate person*

6th level (1 slot): *chain lightning*, *sunbeam*

^The mage casts these spells on itself before combat.

ACTIONS

Multiattack. The mage makes two arcane staff attacks. It can cast a cantrip in place of one of these attacks.

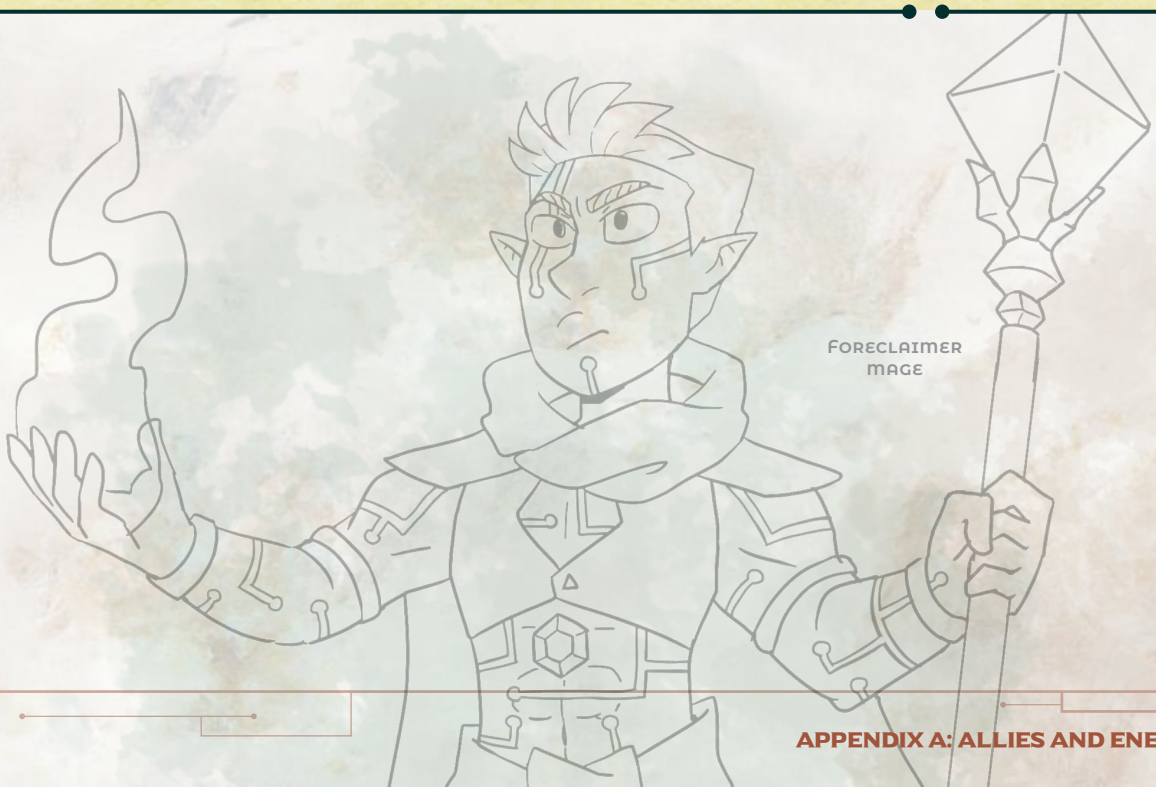
Arcane Staff. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (3d8) force damage, and the target must succeed on a DC 16 Strength saving throw or be pushed 10 feet away from the mage.

BONUS ACTIONS

Arcane Algorithm (3/Day). The mage alters the next spell it casts before the end of its turn. It can either change the spell's required saving throw to target Dexterity, Constitution, or Intelligence, or switch the spell's damage type to deal force, psychic, or radiant damage.

REACTIONS

Arcane Buffer. The mage halves the damage that it takes from a spell attack made by a creature it can see. The mage can't take this reaction if its augmentations aren't active.



Foreclaimer mage

Avery Howett

FORECLAIMER SCOUT

Medium humanoid (foreclaimer), any alignment

Armor Class 15 (16 with *barkskin*)
Hit Points 90 (12d8 + 36)
Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	17 (+3)	14 (+2)	16 (+3)	13 (+1)

Saving Throws Dex +8, Int +5, Wis +6
Skills Athletics +5, Nature +5, Investigation +5, Perception +9, Stealth +8, Survival +6
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 19
Languages Stelkin
Challenge 8 (3,900 XP)

Special Equipment. The scout wields a *foreclaimer sickle** and has a quiver of 20 *foreclaimer arrows**.

Augmentations. While the scout is powered by a *charged power crystal**, it has the following traits:

Augmented Reflexes. The scout adds its proficiency bonus to its Initiative rolls for a total of +8.

Augmented Agility. The scout is not affected by nonmagical difficult terrain, and can take the Disengage or Hide action as a bonus action on each of its turns.

Crystal Charged. The scout does not require food, drink, or sleep.

Dampened Empathy. The scout has disadvantage on Deception, Insight, and Persuasion checks.

Fey Ancestry. The scout has advantage on saving throws against being charmed, and magic can't put it to sleep.

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Stella's Blessing. The scout knows the *light* cantrip, and Intelligence is its spellcasting ability for this spell.

Spellcasting. The scout is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

1st level (4 slots): *cure wounds*, *hunter's mark*, *instant trap**
2nd level (3 slots): *barkskin*, *invisibility*, *polar fog**

ACTIONS

Multiattack. The scout makes three melee attacks or two ranged attacks.

Foreclaimer Sickle. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 7 (1d4 + 5) slashing damage, plus 7 (2d6) radiant damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, plus 3 (1d6) radiant damage, and the target sheds bright light in a 10-foot radius until the start of the scout's next turn.

GILDED GOON

Medium or Small humanoid (any race), typically lawful evil

Armor Class 18 (chain mail, *garb of Gresh**)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	13 (+1)

Skills Intimidation +3, Insight +3, Perception +3
Damage Resistances fire
Damage Vulnerabilities all damage dealt by Gresh's breath weapon
Senses passive Perception 13
Languages Common
Challenge 3 (700 XP)

Special Equipment. The goon wears a *garb of Gresh**.

Gold Pain, Gold Gain. Each time the goon takes damage from a melee attack made by a creature carrying gold pieces, the attacking creature loses gold pieces equal to the damage. Half as many gold pieces (rounded down) appear in the goon's coin purse. The other half of the gold appears in Gresh's hoard.

Reckless. At the start of its turn, the goon can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Limited Bravery. The goon has advantage on saving throws to resist being frightened, but it has disadvantage on saving throws made to resist Gresh's Frightful Presence.

ACTIONS

Multiattack. The goon makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

FORECLAIMER SCOUT

Foreclaimer scouts have the skills needed to navigate dangerous environments. They are experts in herbalism, poison craft, tracking, and identifying deadly plants and animals. When they need to strike at their enemies, scouts rely on stealth to spring ambushes.

GILDED GOON

The Gilded Goons are Gresh's minions. Drawn into her service by the promise of gold and kept there by the glory, they devote themselves to the dragon in the only way that matters to her—collecting taxes. Some are true believers in Gresh, and others just love the chance to be a bully professionally.

Get the Gold. The goons are deployed to squeeze every golden drop out of the towns and cities of the Bellowing Wilds, and they do it with zeal. The goons are willing to put themselves in harm's way to extract

GODDRICK III

Medium humanoid (foreclaimer), lawful evil

Armor Class 19 (plate, double augmentations)
Hit Points 210 (20d8 + 120)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	23 (+6)	19 (+4)	16 (+3)	18 (+4)

Saving Throws Str +14, Con +13, Wis +10, Cha 11
Skills Athletics +14, Perception +10, Survival +10
Damage Immunities cold, fire, lightning
Senses darkvision 60 ft., passive Perception 20
Languages Common, Elvish, Stelkin
Challenge 23 (50,000 XP)

Special Equipment. Goddrick wields the *eviscerator axe**. He is powered by two *charged power crystals**.

Augmentations. While Goddrick is powered by at least one *charged power crystal**, he has the following traits:

Adrenaline Spike (Recharges after a Short Rest). When Goddrick is reduced to 0 hit points, he can choose to drop to 1 hit point instead.

Survivor. If Goddrick has fewer than half his hit points remaining and has at least 1 hit point at the start of his turn, he regains 10 hit points.

Double Augmentations. While Goddrick is powered by two *charged power crystals**, he has the following traits:

Overpowered. Goddrick has a +1 bonus to his AC, immunity to cold, fire, and lightning damage, and deals an extra 3 damage with melee weapons (already included in his stat block).

Fey Ancestry. Goddrick has advantage on saving throws against being charmed, and magic can't put him to sleep.

Legendary Resistance (3/Day). If Goddrick fails a saving throw, he can choose to succeed instead.

Stella's Blessing. Goddrick knows the *light* cantrip, and Intelligence is his spellcasting ability for this spell.

ACTIONS

Multiattack. Goddrick makes four attacks with the *eviscerator axe**.

Eviscerator Axe. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit*: 23 (2d12 + 10) slashing damage, plus 18 (4d8) radiant damage, plus an extra 7 (2d6) slashing damage if the target is a construct.

Arc Lightning (1/Day). Goddrick activates the magic of the eviscerator axe to cast *chain lightning* (save DC 17).

REACTIONS

Brace. When Goddrick is hit with a critical hit, he can choose to turn it into a normal hit.

Parry. Goddrick adds 5 to his AC against one melee attack roll that would hit him. To do so, Goddrick must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS.

Goddrick can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Goddrick regains spent legendary actions at the start of his turn. Goddrick can only use his legendary actions while he is powered by two *charged power crystals**.

Move. Goddrick moves up to his speed.

Super Charge Attack. Goddrick taps into the power of his two power crystals. He makes an attack with his Eviscerator Exe with advantage. If the attack hits, Goddrick deals a bonus 10 (3d6) bludgeoning damage, and the target is knocked prone.

Power Up (Costs 3 Actions). Goddrick pushes his power crystals and body to the limit and gains 17 (2d10 + 6) temporary hit points.

Gresh's due. But if too many of her goons–and her taxes–go missing, Gresh will investigate. That threat alone is enough to ensure that the gilded goons are treated with grudging respect in most of the Wilds.

GODDRICK III

Representing the peak foreclaimer ideals of strength and efficiency, Goddrick III [he/him] is determined to restore the foreclaimer empire to its former glory. He rules over the fortress city of Rachaka on the world of Seelia with an unyielding grip.

Firm Ruler. Goddrick is quick to cast out anyone who causes difficulties in his city or opposes his decisions. Burdened with the fate of his people and their way of life resting on his shoulders since a young age, Goddrick III fears that even a single error could doom the foreclaimers to extinction. He is utterly uncompromising with himself and with others.

Powerful Warrior. Despite Goddrick III's days consisting mainly of the dull administrative duties of ruling a city, he is also a champion automaton-slayer. His foreclaimer augmentations and rigorous training regime allow him to easily wield his huge weapon, the *eviscerator axe**. Both his father and grandfather were killed by automatons. Nevertheless, Goddrick throws himself into the fray with reckless abandon. He is determined to destroy all the automatons and find a way to reopen the portal to Ambria, even if he has to slay a hundred more eradicators himself.

Over Powered. Goddrick III is the only foreclaimer to have ever survived having a second power crystal socket implanted in his body. In addition to a blue *charged power crystal** in his stomach, he has a second pink *charged power crystal** in his chest. Having two power crystals has massively increased Goddrick's physical abilities but is slowly destroying his body. He believes it is a worthy trade-off if it gives him the power to take down the strongest automatons.

Gold Shaper

GOLD SHAPER

Gold shapers are rare people who can manipulate gold with their minds. The origin of this power is heavily disputed. Some say all gold shapers are distantly descended from an alchemist who turned themselves into a gold elemental. Others believe the ability comes from Nothing, the god of underground places, reaching up to the surface dwellers with a golden gift. Meanwhile, others think that gold shaping is just a product of the ambient chaos of Ambria. Some gold shapers are fascinated by these questions, while others are content to simply enjoy their powers.

Arcane Artisans. Untrained gold shapers can produce simple pieces, such as plain gold rings. Well-trained gold shapers can create stunningly complex and intricate objects. As they can only shape pure gold using their magic, many gold shapers study other crafts to elevate their natural skill by adding precious gems and other metals to their works.

GRESH

Gresh [she/her], a green dragon, styles herself ruler of the Bellowing Wilds. From her lair in a volcano that towers over Hero's Ascent, she tries to squeeze as much gold from her territory as she can.

Terrible Territory. During the end of the Umbra Wars, as the dragons were carving up Ambria for themselves, Gresh was unable to compete with her draconic peers. As stronger dragons claimed plump, prosperous territories for themselves, the only place left for Gresh to claim was the undesirable Bellowing Wilds.

All the Glitters. Gresh is obsessed with turning herself into a gold dragon and getting revenge on the other dragons who pushed her around during the Umbra Wars. Gresh's love of gold extends to the enchanted armor she wears. She had her captive gold shapers fashion this solid gold barding. She is never seen without it. Rumors say that it is worth an enormous fortune.

Hellfire Breath. As part of her attempt to transform from a green dragon to a gold one. Gresh had Mr. Wizardly enchant her breath weapon to be hellfire instead of poison. This unnatural fire is so hot that it can even burn the unburnable. Why did Mr. Wizardly agree to do this? No one knows for sure. But Mr. Wizardly certainly never does anything for free.

GOLD SHAPER

Medium or Small humanoid (any race), any alignment

Armor Class 11
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Skills Arcana +3, Sleight of Hand +3, Performance +5
Senses passive Perception 10
Languages Common plus one other language
Challenge 1 (200 XP)

Golden Eyed. If no other creatures are within 5 feet of the goldshaper, the goldshaper has advantage on its ranged attack rolls.

ACTIONS

Multiattack. The goldshaper makes two gold coin shot attacks.

Gold Coin Shot. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Light Hammer. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Move Gold. The goldshaper manipulates a portion of pure gold within 5 feet of them that fits inside a 1-foot cube, moving the gold up to 5 feet. This movement doesn't have enough force to cause damage.

Shape Gold. The goldshaper manipulates a portion of pure gold within 5 feet of it that fits inside a 1-foot cube, giving the gold a new simple shape that can fit inside a 5-foot cube or repairing damage to it.

Antonio Demino

GRESH

Huge dragon, lawful evil

Armor Class 19 (natural armor, gold barding)
Hit Points 184 (16d12 + 80)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	17 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +6, Con +10, Wis +6, Cha +7

Skills Deception +7, Insight +6, Perception +11, Persuasion +7, Stealth +6

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP)

Amphibious. Gresh can breathe air and water.

Girded in Gold. Gresh wears a suit of solid gold barding. This barding is magical and grants Gresh immunity to fire damage and a +3 bonus to her AC (included in her stat block). When Gresh dies, the barding becomes nonmagical.

Legendary Resistance (2/Day). If Gresh fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. Gresh can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) acid damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of Gresh's choice that is within 120 feet of her and aware of her must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Gresh's frightful presence for the next 24 hours.

Hellfire Breath (Recharge 5–6). Gresh exhales a blast of infernal fire in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 49 (9d10) fire damage on a failed saving throw, or half as much damage on a successful one. This damage ignores resistance and immunity to fire damage.

LEGENDARY ACTIONS

Gresh can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gresh regains spent legendary actions at the start of her turn.

Goldeneye. Gresh makes a Wisdom (Perception) check. She has advantage on this check if using it to discern the location of gold missing from her horde.

Tail Attack. Gresh makes a tail attack.

Wing Attack (Costs 2 Actions). Gresh beats her wings. Each creature within 10 feet of her must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Gresh can then fly up to half her flying speed and laugh at her foes.

GRESH'S LAIR

Unlike most forest-loving green dragons, Gresh lairs inside a massive palace built into the side of a volcano, which she feels is more suitable for a gold-dragon-to-be. Her opulent dwelling is covered in gold and statues of herself set with precious gems. Nobody who has told Gresh that it is typically red, not gold, dragons that most commonly lair in volcanoes has survived her wrath.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Gresh takes a lair action to cause one of the following effects; Gresh can't use the same effect two rounds in a row:

- Acrid smoke fills a 20-foot-radius sphere centered on a point Gresh can see within 60 feet of her. The smoke spreads around corners, and its area is heavily obscured. Each creature in the smoke when it appears must make a DC 10 Constitution saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the smoke takes 10 (3d6) acid damage. A wind of at least 20 miles per hour disperses the smoke. The smoke otherwise lasts until Gresh uses this lair action again or until she dies.
- Molten gold erupts from a point on the ground Gresh can see within 60 feet of her, creating a 10-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.
- Gresh makes a tempting promise of riches to one creature she can see within 120 feet of her. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by Gresh until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing Gresh's lair is warped by her presence, which creates the following effects:

- Plants growing within 1 mile of Gresh's lair occasionally sprout shining golden leaves and flowers.
- Rodents and birds within 1 mile of Gresh's lair serve as her eyes and ears. Large beasts are largely absent as most end up cooked and served to Gresh.
- Water sources within 1 mile of the lair are warm and smell faintly of brimstone.

If Gresh dies, the rodents and birds lose their supernatural link to Gresh. The remaining effects fade over the course of 1d10 weeks.

HIPPOPOTAMUS

Despite being natural beasts with no magic powers, the hippopotamuses that wallow in the Bellowing Wild's lakes and rivers are dangerous enough to hold their own against the jungle's most deadly monsters. They have tough skin, thick blubber, bone-crushing jaws, and terrible tempers. Both in and out of the water, they are faster than you'd expect for a creature of their size.

Dangerous Wildlife. Hippos live in family herds, and the adults attack any creature that even looks at one of their calves. A few brave druids interact with hippos peacefully, but everyone else should stay as far away as possible.

HOODED REAPER

The monstrous snake-like creatures called hooded reapers are the terrors of dark caves and tunnels. They are adapted to be perfect hunters in darkness, sensing prey without the need for light. Hooded reapers use the spines of their frilled hood to climb freely on the walls and ceilings of their underground hunting grounds, attacking from any direction.

Light at the End of the Tunnel. Hooded Reapers possess a bioluminescent lantern at the end of their tails. In the dark caves where they make their homes, these lanterns serve as rattles for communication and deceptive lures. The lantern usually glows with eerie blue light, but if a reaper is hunting intelligent prey, it may imitate a campfire with a flickering yellow light or emit soft white light to suggest sunlight pouring in from an exit. The reaper can also twirl its lantern in a complex pattern to hypnotize its prey.

Monstrous Appetite. Hooded reapers are capable of consuming creatures twice their size by unhinging their jaws. If you come across a hooded reaper with a massive bulge in the middle, it has just eaten—and you might be able to escape if it's not in the mood for dessert. Their potent paralyzing venom allows them to start eating their victims alive. Of all the awful ways to die in the Bellowing Wilds, being digested inside a hooded reaper is one of the worst.

Hooded reapers are like if "Yikes" and "Oh dear gods no" had a baby. And that baby could unhinge its jaw.

INKPOT FROG

Inkpot frogs are a species of deadly tree frogs found only in the Bellowing Wilds. They make their homes among the poisonous vegetation of the jungle. Although they can be fatal to careless travelers, inkpot frogs' preferred foods are insects.

Indelible Ink. Inkpot frogs glisten with inky black and blue stripes and secrete a potent slime. The slime leaves a permanent blue-black stain on any surface it touches that can only be removed with magic such as prestidigitation. When threatened, inkpot frogs use their long sticky tongues to slap anyone approaching them with slime, usually aiming for the face. If you spot one of these colorful frogs, back away. There are safer and more pleasant ways to get a tattoo. However, inkpot frog slime is used to create *sticky scrolls** and is highly valued.

Tiny poisonous frog, I love you so.

HIPPOPOTAMUS

Huge beast, unaligned

Armor Class 16 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 60 ft. swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (−1)	20 (+5)	5 (−3)	14 (+2)	12 (+1)

Saving Throws Str +11, Con +9
Skills Perception +6
Damage Resistances bludgeoning
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 9 (5,000 XP)

Charge. If the hippopotamus moves at least 15 feet straight toward a target and then hits it with a slam attack on the same turn, the target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is knocked prone, the hippopotamus can immediately make one stomp attack against it as a bonus action.

Hold Breath. The hippopotamus can hold its breath for 5 minutes.

Sturdy. The hippopotamus has advantage on saving throws made to avoid being grappled, restrained, or knocked prone.

Water Wallower. The hippopotamus has advantage on attack rolls while it is in at least 5 feet of water.

ACTIONS

Multiattack. The hippopotamus makes three attacks, one with its crunch or its stomp and two with its slam.

Crunch. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the hippopotamus can't crunch another target.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one prone creature. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Hippopotamus

Avery Howett

HOODED REAPER

Medium monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 40 ft., burrow 15 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	3 (−4)	15 (+2)	16 (+3)

Saving Throws Str +7, Dex +9, Con +7
Skills Perception +6, Stealth +9
Damage Immunities acid, poison
Condition Immunities poisoned, prone
Senses blindsight 90 ft. (blind beyond this radius), passive Perception 16
Languages —
Challenge 9 (5,000 XP)

Hypnotic Lantern. On each of its turns, the reaper can use a bonus action to wave its tail lantern hypnotically. Each creature that can see the lantern must succeed on a DC 15 Wisdom saving throw or be charmed by the reaper until the reaper attacks that creature or one of its allies. A charmed target must move up to its speed toward the reaper on each of its turns. If a creature succeeds on its saving throw or the effect ends for it, it is immune to the reaper's hypnotic lantern for 24 hours.

Spider Climb. The reaper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The reaper makes two attacks: one with its bite and one with its constrict.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage plus 31 (7d8) poison damage, and the target must make a DC 16 Constitution saving throw. On a failure, the target is paralyzed until the end of its next turn.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the reaper can't constrict another target.

Reaper's Kiss. The reaper swallows a creature it is grappling, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the reaper. A swallowed target takes 21 (6d6) acid damage at the start of each of the reaper's turns. The reaper's speed is reduced by 10 feet for each creature it has swallowed. If its speed is reduced to 0, it can't swallow any more creatures.

If the reaper takes 30 damage or more on a single turn from a creature inside it, the reaper must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the reaper. If the reaper dies, a swallowed creature is no longer restrained by it and can escape by using 15 feet of movement, exiting prone.

INKPOT FROG

Tiny monstrosity, unaligned

Armor Class 15
Hit Points 45 (10d4 + 20)
Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	20 (+5)	15 (+2)	3 (−4)	8 (−1)	3 (−4)

Skills Perception +1
Damage Immunities poison
Condition Immunities paralyzed, poisoned
Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 3 (700 XP)

Amphibious. The frog can breathe air and water.

Inky Splatter. A creature that touches the frog or hits it with a melee attack while within 5 feet of it takes 7 (2d6) poison damage and must make a DC 12 Constitution saving throw. On a failure, the creature is paralyzed until the end of its next turn and poisoned for 1 minute.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage and 7 (2d6) poison damage.

Tongue. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (6d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be paralyzed until the end of its next turn and poisoned for 1 minute.

JUNGLE SHEEP

The jungle sheep of the Bellowing Wilds are vicious, deceptive monsters that any sensible traveler knows must be killed on sight. Do not be fooled by their colorful and innocent appearance. Look into their eyes and see the vicious glint of a bloodthirsty predator—and then kill them… kill them quickly!

Do Not Pet. Jungle sheep grow shaggy fleece to help them blend in with the thick foliage of their jungle home. This wool is sought after by weavers across Ambria for its multi-colored hues. Unfortunately, jungle sheep fleece is coated in a potent poison that causes fearsome hallucinations. These visions typically take the form of terrifying creatures attacking the unfortunate fool who dared touch the sheep.

Iron Horns. Jungle Sheep form flocks of around five to twenty members. Unlike their gentler grassland cousins, jungle sheep are carnivores. Flocks work together to take down prey. When they consume blood, they turn the iron into sharp horns. When a sheep has consumed enough blood to grow four massive horns, two sharp ones on the top of its head and two that curl down around its face, it is considered a jungle sheep alpha.

Awful Alphas. Alpha jungle sheep lead and protect their flocks. They are larger, stronger, and more aggressive than regular jungle sheep. Their fleece turns crimson red over time, becoming deeper red the more blood they consume.

Audacious Shepherds. Given the obvious dangers of the sheep, it is surprising that a few brave individuals attempt to raise them for their wool and meat. Domesticated jungle sheep have also been bred to be less toxic. But even among these tamer varieties, it takes very little to spark their bloodlust.

THEY KNOW WHAT THEY DID!

MAGMONKEY

Magmonkeys are fierce apes, perfectly adapted to the extreme heat and rocky terrain of volcanic regions. Magmonkeys are highly territorial and aggressive if challenged. They mostly live on the rocky slopes of the Bellowing Wilds' Felsen and Swamp-Rock Mountains. They have a mane of thick golden fur and rocky pads on their hands and feet that make them impervious to the extreme heat of volcanic rock.

Tail Slap. Magmonkeys have a spike at the end of their prehensile tails, which they use to dangle from sheer rock walls and defend themselves. They plant the spike deep in the stone to anchor themselves, hanging upside down to sleep.

Aerial Ace. Magmonkeys have a flap of skin between their arms and legs, which grants them the ability to glide. They use hot updrafts from volcanic vents to launch themselves into the air, surveilling their territory and looking for prey. They are opportunistic predators and scavengers, eating anything they can find.

Magma Mouths. Magmonkeys sport a large throat pouch that is as hot as any volcano's magma chamber. They eat rocks, letting them melt inside the pouch. When threatened, a magmonkey will regurgitate this lava. Their aggressive hooting and well-aimed volcanic pukes are usually enough to deter most trespassers.

I don't get on with most other monkeys, but these guys are the **WORST**.

JUNGLE SHEEP

Medium monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	8 (−1)	11 (+0)	12 (+1)

Damage Resistances poison
Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Hallucinogenic Wool. A creature that touches the jungle sheep, is hit by the sheep's melee attack, or hits it with a melee attack while within 5 feet of it takes 1 poison damage. Additionally, the creature must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While it is poisoned, a creature experiences vivid hallucinations. On its turn, a poisoned creature must make an attack against the closest ally that it can see, as the hallucinations make it appear to be an enemy. At the end of each of its turns, a poisoned creature repeats its saving throw. On a success, it is no longer poisoned. A creature that succeeds in its saving throw against the hallucinogenic wool is immune to the effects of the sheep's wool for 24 hours.

Pack Tactics. The jungle sheep has advantage on an attack roll against a creature if at least one of the jungle sheep's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Jungle Sheep Alpha

Jess Jackalow

JUNGLE SHEEP ALPHA

Medium monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	8 (−1)	12 (+1)	12 (+1)

Saving Throws Str +6, Wis +4
Damage Resistances bludgeoning
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses passive Perception 11
Languages —
Challenge 5 (1,800 XP)

Blood Fleece. A creature that touches the alpha, is hit by the alpha's melee attack, or hits it with a melee attack while within 5 feet of it takes 7 (2d6) poison damage. Additionally, the creature must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. While it is poisoned, a creature experiences vivid hallucinations. On its turn, a poisoned creature must make an attack against the closest ally that it can see, as the hallucinations make it appear to be an enemy. At the end of each of its turns, a poisoned creature repeats its saving throw. On a success it is no longer poisoned. On a failure, it takes 10 (4d4) psychic damage. A creature that succeeds in its saving throw against the hallucinogenic wool is immune to the effects of the alpha's wool for 24 hours.

Blood Frenzy. The alpha has advantage on melee attack rolls against a creature missing any of its hit points.

Pack Tactics. The alpha has advantage on an attack roll against a creature if at least one of the alpha's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The alpha makes two attacks: one with its gore and one with its ram.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

MAGMONKEY

Medium monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft., climb 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	4 (−3)	12 (+1)	6 (−2)

Skills Acrobatics +6
Damage Immunities fire
Senses passive Perception 11
Languages —
Challenge 5 (1,800 XP)

Spider Climb. The magmonkey can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

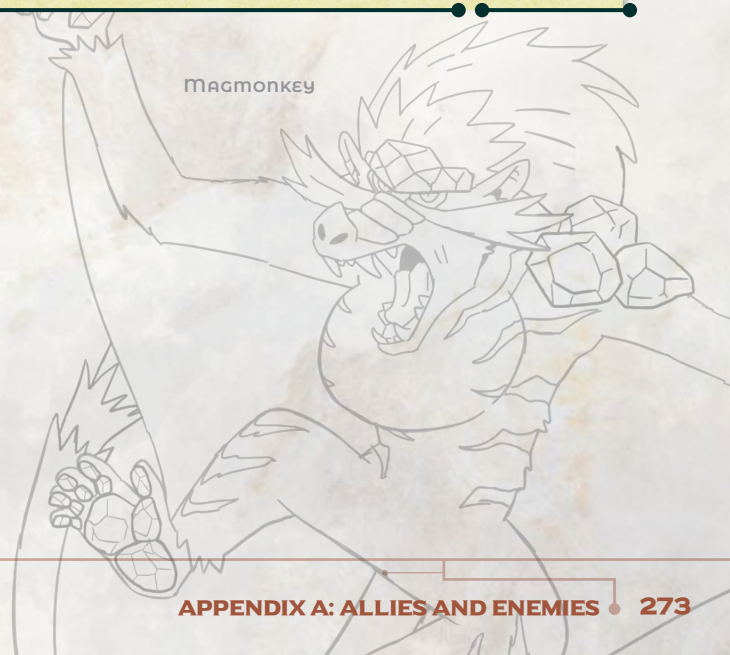
ACTIONS

Multiattack. The magmonkey makes three attacks with its tail.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hoot. The magmonkey hoots aggressively. All creatures within 60 feet of it that can hear the hoot must succeed on a DC 14 Wisdom saving throw or become frightened of the magmonkey for 1 minute. A creature that fails its saving throw can repeat its save at the end of each of its turns, ending the effect on a success. A creature that succeeds on its saving throw or that has the effect end for it is immune to the hoots of all magmonkeys for 24 hours.

Magma Spew (Recharge 5–6). The magmonkey spews magma in a 30-foot cone. Each creature in the cone must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 14 (4d6) fire damage and 7 (2d6) additional fire damage at the end of its next turn. On a successful save, the target takes half the damage and no additional damage at the end of its turn.



Avery Howett

MAXILLA AND THE HULKING HOST

Huge undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (−2)	14 (+2)	12 (+1)

Skills Athletics +6, Perception +5, Stealth +5
Damage Resistances necrotic
Condition Immunities charmed, exhaustion, frightened
Senses passive Perception 15
Languages —
Challenge 5 (1,800 XP)

Maxilla and Host. Maxilla is a Tiny monstrosity that can be attacked and damaged when it leaves its host (25 hit points, AC 20, immunity to being charmed or frightened). Maxilla can leave its host as a bonus action, jumping to an unoccupied space within 30 feet of the host, or by infecting another creature with its infect action. The maxilla can leave the host as a reaction if the host drops to 0 hit points. If the maxilla is in full control of its host when it leaves, the host immediately drops to 0 hit points.

ACTIONS

Multiattack. Maxzilla makes two attacks.

Fist (Hulking Host Only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 3) bludgeoning damage.

Tentacles (Maxilla or Hulking Host). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 27 (7d6 + 3) necrotic damage.

Infect (Maxilla Only). Maxzilla leaves any host it has infected and leaps up to 30 feet onto a creature within range, grappling the target (escape DC 15) with its tentacles. While grappling a creature, Maxilla takes only half the damage dealt to it, and the creature grappled by Maxilla takes the other half.

If the maxilla maintains the grapple until the end of its next turn, it embeds itself in the target's mouth, and the target is no longer grappled. The target is now infected by the maxilla, and the maxilla can no longer be attacked. Each day at dawn, the infected creature must succeed on a DC 13 Constitution saving throw to resist the infection, or the maxilla's tentacles burrow deeper into its brain. Once a creature has failed this saving throw 3 times, the maxilla gains full control of the body, and the creature becomes the maxilla's new host. The host remains aware of its surroundings, but the maxilla takes control of its actions. The maxilla uses its own Intelligence, Wisdom, and Charisma scores and retains its immunity to being charmed and frightened but uses the host creature's Strength, Dexterity, and Constitution scores. The maxilla doesn't gain access to the host's knowledge, class features, or proficiencies. After 1d10 days, the host's body dies, becoming an undead creature under the maxilla's control.

The maxilla can be removed from an infected creature that has not yet died by the *greater restoration* spell or similar magic. This forces the maxilla to leave the host, emerging into an unoccupied space adjacent to the body.

MAXILLA

"This toothache is killing me" isn't just hyperbole in Ambria, thanks to a bloodthirsty parasite called the maxilla. Maxilla hides by replacing one of its victim's teeth. It burrows its tentacles deep into its host's brain, gaining full control.

Failed Experiment. In one of her experiments aimed at controlling the dire tarrasque, Quinn-Ora created the maxilla, hoping the parasite would be able to dominate it from the inside. However, the maxilla turned out to be exceptionally bloodthirsty and uncontrollable. Shortly after it was created, the maxilla escaped Quinn-Ora's ritual chamber, lodged in the mouth of one of her unlucky minions.

Body Hopper. Since its escape, the maxilla has been moving from host to host, driven to find stronger and stronger hosts. It causes its hosts to die and rot, forcing it to keep moving once the corpse becomes unusable.

The Hulking Host. Maxilla's current host is a massive, rotting ape, towering over 40 feet tall and weighing over 20 tons. The ape has died, and the maxilla is puppeting its corpse. The maxzilla can use both the ape's strength and its own foul tentacles to cause massive destruction in its search for new hosts.

This monster was made in collaboration with Jess Jackdaw. We both knew we were making nightmare fuel. You're welcome!

MEK'SASS

Medium monstrosity, neutral evil

Armor Class 17 (*+2 studded leather*)
Hit Points 105 (14d8 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	17 (+3)	15 (+2)	12 (+1)

Saving Throws Str +7, Dex +6, Con +6,
Skills Athletics +7, Intimidation +7, Perception +5, Stealth +6
Damage Resistances fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Common, Draconic
Challenge 7 (2,900 XP)

Special Equipment. Mek'Sass wears a suit of +2 *studded leather*, and wields six *vicious longswords*.

Army of One. Mek'Sass can take 2 reactions per round.

Loner's Advantage. Once per turn, Mek'Sass can deal an extra 9 (2d8) damage to a creature she hits with a weapon attack, if she has no allies within 5 feet of her.

Hold Breath. Mek'Sass can hold her breath for 15 minutes.

ACTIONS

Multiattack. Mek'Sass makes six attacks with her longswords or two with her longbow. She can replace one longsword attack with a bite.

Longsword. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If Mek'Sass scores a critical hit with this magic weapon, it deals an extra 7 (2d6) slashing damage.

Longbow. *Melee Weapon Attack.* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a creature, it must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage and becoming poisoned until the end of its next turn on a failed save, or taking half as much poison damage on a successful one.

REACTIONS

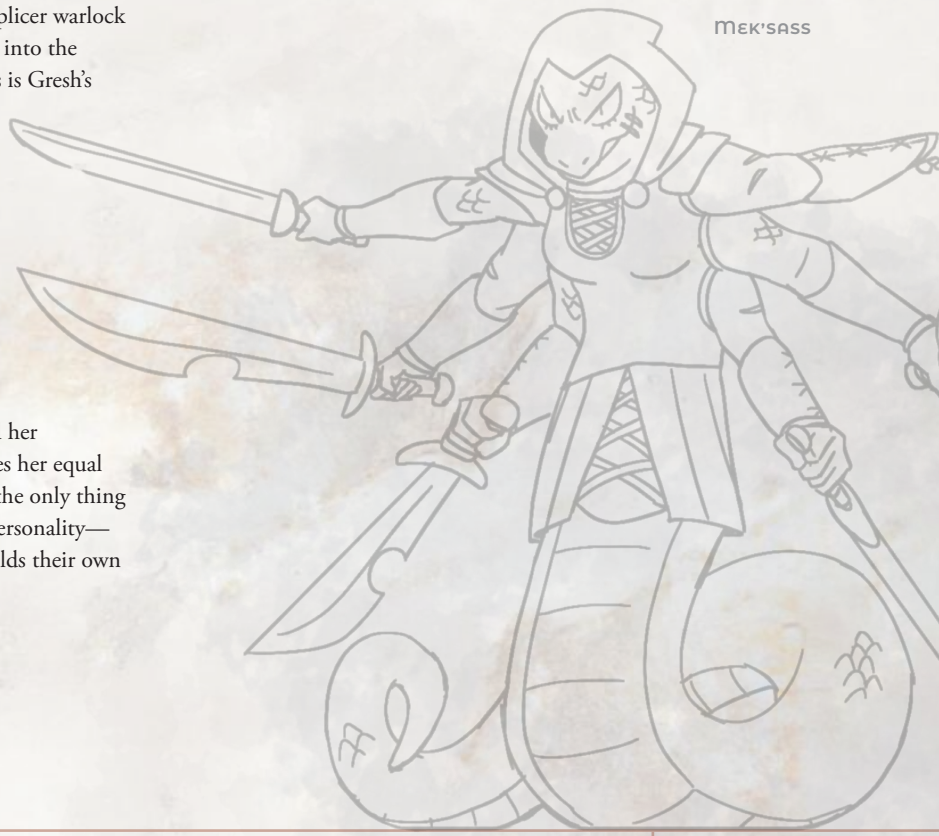
Parry. Mek'Sass adds 3 to her AC against one melee attack that would hit her. To do so, Mek'Sass must see the attacker and be wielding a melee weapon.

MEK'SASS

The young lizardfolk Mek'Sass [she/her] grew up in the village of Lei'Sha, east of Hero's Ascent. When Gresh destroyed Lei'Sha, she killed nearly everyone in the village, including Mek'Sass' family. The dragon was impressed by the young lizardfolk's defiance and abducted Mek'Sass to keep as a minion. Gresh had a Splicer warlock put Mek'Sass through a horrifying ritual to change her into the six-armed snake-like being she is today. Now, Mek'Sass is Gresh's loyal and sadistic head tax collector.

You Don't Want to Owe Her. Mek'Sass is known throughout the Bellowing Wilds for her brutality and lack of mercy. If she can't take the gold owed to Gresh, she'll take something else valuable—from precious keepsakes to kneecaps. Many of the Gilded Goons idolize Mek'Sass, though some are envious of the favor Gresh shows toward her.

Respect the Strongest. Mek'Sass honors strength above all. This is why she willingly serves Gresh despite everything she has done to Mek'Sass and her family. Mek'Sass respects anyone who proves themselves her equal or superior on the battlefield. Displays of strength are the only thing that can break through her otherwise cold and jaded personality—and she may even develop a crush on someone who holds their own against her in combat.



Avery Howett

MR. BIZNEZ

Small humanoid (goblin), chaotic neutral

Armor Class 16 (leather armor, shield)
Hit Points 71 (11d6 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Str +6, Dex +6
Skills Athletics +6, Intimidation +5, Perception +5, Stealth +6, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin
Challenge 5 (1,800 XP)

Martial Advantage. Once per turn, Mr. Biznez can deal an extra 7 (2d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of one of his allies that isn't incapacitated.

Nimble Escape. Mr. Biznez can take the Disengage or Hide action as a bonus action on each of his turns.

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

BONUS ACTIONS

Rage of the Small (1/Day). Mr. Biznez enters a furious rage, granting him the following benefits for 1 minute or until he falls unconscious:

- He has advantage on melee attacks against creatures that are Medium or larger.
- He has advantage on Strength checks and Strength saving throws.
- He has resistance to bludgeoning, piercing, and slashing damage.
- He can't be frightened.

MR. BIZNEZ

Mr. Biznez [he/him] is the bravest goblin the Bellowing Wilds has ever seen. Accompanied by his loyal dire wolf, Snoot, he is ready to defend his home from all kinds of aboveground menaces. Mr. Biznez believes his people have spent too long hiding from the world in their underground tunnels. He wants to lead the goblins of the Bellowing Wilds to return to the surface and face what awaits them above with grit, determination, and stabby knives if needed. All the goblins call him Mr. Biznez out of respect. Only his mom calls him by his first name, Gord.

MR. WIZARDLY

Mr. Wizardly [he/him] is the most powerful wizard in the Bellowing Wilds if not all of Ambria. He has so much magical power that he can even push spells past 9th level. He's also a lazy slob who loves tricking new adventurers into fake quests.

Mysterious Mage. Nobody knows Mr. Wizardly's true name or identity. He suddenly appeared with his teleporting tower in the Bellowing Wilds one day and has made a nuisance of himself ever since. He remains completely neutral, observing everything with the same tired indifference. He is on friendly terms with forces that hate each other, including Gresh, the cryodons, the Araknights, and Quinn-Ora.

LAIR ACTIONS

Mr. Wizardly's wizard tower is his messy sanctum. On initiative count 20 (losing initiative ties), Mr. Wizardly uses a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

- Coffee-scented fog fills a level of the tower, making it heavily obscured. The fog lasts until the start of the next round.
- Ten books animate as though under the effects of the *animate objects* spell. The books are Small objects and are animated until initiative count 20 on the next round.
- Papers and books swirl in a violent tornado, filling a 5-foot-radius, 20-foot-high cylinder centered on a point of Mr. Wizardly's choice within the tower. Each creature in the area must make a DC 23 Dexterity saving throw, taking 35 (10d6) force damage on a failed saving throw, or half as much damage on a successful one.

MR. WIZARDLY

Medium humanoid (elf), chaotic neutral

Armor Class 13 (16 with *mage armor*)
Hit Points 285 (30d8 + 150)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	20 (+5)	22 (+6)	19 (+4)	20 (+5)

Saving Throws Int +15, Wis +13

Skills Arcana +15, Deception +14, History +15, Perception +13, Persuasion +14

Damage Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses darkvision 120 ft., passive Perception 23

Languages all

Challenge 29 (135,000 XP)

Mr. Wizardly

Avery Howett

Fey Ancestry. Mr. Wizardly has advantage on saving throws against being charmed, and magic can't put him to sleep.

Legendary Resistance (3/Day). If Mr. Wizardly fails a saving throw, he can choose to succeed instead.

Spellcasting. Mr. Wizardly is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). Mr. Wizardly can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *nightmare visage**, *prestidigitation*, *Wizardly's spiker**

1st level (4 slots): *detect magic*, *identify*, *mage armor*^, *magic missile*

2nd level (3 slots): *arcanist's magic aura*, *detect thoughts*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *shattered mirror image**, *stoneskin*^, *Wizardly's arcane override**

5th level (3 slots): *cone of cold*, *mislead*, *scrying*

6th level (2 slots): *globe of invulnerability*, *true seeing*, *Wizardly's forced flatulence**

7th level (2 slots): *etherealness*, *prismatic spray*, *teleport*

8th level (1 slot): *maze*, *mind blank**^

9th level (1 slot): *time stop*, *wish*

10th level (1 slot with Magic Prodigy)

^Mr. Wizardly casts these spells on himself before combat.

ACTIONS

Slipper of Last Resort. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Magic Prodigy (1/Day). Mr. Wizardly casts one spell of his choice that he has prepared at 10th level. If the spell has a more powerful effect when cast at higher levels, this effect is calculated using the 10th level spell slot.

REACTIONS

Yeah, No. Mr. Wizardly turns a portion of his body ethereal, causing one attack that would hit him to miss. To do so, Mr. Wizardly must see the attacker.

No, Yeah (3/Day). When a creature targeted by one of Mr. Wizardly's spells succeeds on its saving throw, Mr. Wizardly can force it to reroll its saving throw with disadvantage, and it must use the new result.

LEGENDARY ACTIONS

Mr. Wizardly can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mr. Wizardly regains spent legendary actions at the start of his turn.

Cantrip. Mr. Wizardly casts a cantrip.

Shirk Work. Mr. Wizardly teleports to a point he can see within 120 feet of him.

Coffee Break (Costs 3 Actions). Mr Wizardly takes a swig of his coffee, recovering a spell slot of 3rd level or lower.

Eat Lunch (Costs 3 Actions). Mr. Wizardly takes a bite out of a sandwich, regaining 28 (8d4 + 8) hit points.

MOHSNIAN CHAMPION

Mohsnians who follow the way of a warrior can become fighters of great renown. These rocky rumblers tend to be boisterous and eager to test their skills in battle. Many bear the scars of combat as cracks in their crystalline bodies mended with gold—proud symbols of their continued survival.

MOSS WYVERN

Moss wyverns are a species of wyvern found only in the Bellowing Wilds. Moss wyverns are more agile than their scaly wyvern cousins. Their forelimb wings are shorter, and their bodies are more lithe, allowing them to fly nimbly even through dense jungle vegetation. Their bodies are covered in thick green moss, which gives them their name. This symbiotic moss only grows on moss wyverns. Though they are technically a type of dragon, moss wyverns are tolerated by Gresh as these simple creatures are no threat to her rule.

Patient Predators. Moss Wyverns are patient hunters. They lie still, appearing as moss-covered rocks or fallen trees. The moss covering their bodies has a charming scent that lures prey. Once tasty adventurers or animals bumble close enough, moss wyverns strike with their poisonous tail stinger and vicious jaws. The charm of the moss wyvern is so strong that a creature can't perceive its own blood even as it is being torn apart.

Fancy Flowers. During mating season, a male moss wyvern's moss blooms with tiny, colorful flowers. Females select mates based on the scent, color, and quantity of flowers, as well as the mating dances performed by the males. A perfume can be extracted from a blooming moss wyvern's flowers. It smells like thunderstorms and is considered a potent aphrodisiac by dragons.

OHIO JACK

Ohio Jack [he/him] is an archeologist who has dedicated his life to researching the ancient foreclaimer civilization. He doesn't care for riches or fame and is only driven by the lust for discovery. Jack is rarely seen without his hat, which has two small horns on it. The horns have often led to him being mistaken for a tiefling, but he is human.

Big Coward. Jack is a coward and relies on the help of adventurers to complete his research and delve into ancient sites for him. If there's a fight, he's the first to dive into cover and hide until it's safe.

Driven Researcher. Few people know more about the foreclaimers than Jack. He is extremely knowledgeable about the history of the Bellowing Wilds. However, he is reluctant to share information with even his closest allies until he is absolutely sure he can trust them. With good reason, Jack is concerned that some people would use the rediscovered power of the foreclaimers for evil.

Jack is a reliable man. You can always count on him to be where the danger isn't.

MOHSNIAN CHAMPION

Medium humanoid (mohsnian), any alignment

Armor Class 16 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +6, Con +7, Wis +5
Skills Athletics +6, Intimidation +3, Perception +5
Damage Resistances poison, radiant
Condition Immunities petrified
Senses passive Perception 15
Languages Common, Terran
Challenge 6 (2,300 XP)

Crystal Body. The champion doesn't need to eat, drink or breathe.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 10 hit points.

Sustaining Sparkling. If the champion goes more than 10 days without exposure to bright light, it suffers a level of exhaustion at the end of each subsequent day. Exhaustion gained in this way can't be removed unless the champion completes a long rest in bright light.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Brilliant Radiance (Recharges after a Short or Long Rest or if the Champion Takes Radiant Damage). The champion unleashes a bright light. Each creature within 10 feet of the champion must make a DC 15 Constitution saving throw. On a failed saving throw, a creature takes 9 (2d8) radiant damage or half as much damage on a success.

MOSS WYVERN

Large dragon, unaligned

Armor Class 15 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 30 ft., fly 85 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	4 (−2)	14 (+2)	10 (+0)

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 7 (2,900 XP)

False Appearance. While the wyvern remains motionless, it is indistinguishable from a large patch of moss.

ACTIONS

Multiattack. The wyvern uses its Charming Moss Scent and makes two attacks: one with its bite and one with its stinger or its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Charming Moss Scent. Each creature of the wyvern's choice within 60 feet of it that can smell must succeed on a DC 14 Wisdom saving throw or become charmed by the wyvern for 1 minute. A charmed target's speed becomes 0. Additionally, it can't perceive blood or attacks made against itself or its allies, and it becomes indifferent to the moss wyvern. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature succeeds on its saving throw or the effect ends for it, it is immune to the Charming Moss Scent of all wyverns for the next 24 hours.

Ohio Jack

Justin Chan

OHIO JACK

Medium humanoid (human), neutral good

Armor Class 13 (studded leather armor)
Hit Points 51 (6d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	19 (+4)	18 (+4)	10 (+0)	10 (+0)

Saving Throws Dex +3, Int +6

Skills History +8, Investigation +6, Perception +2, Religion +6, Stealth +3

Senses passive Perception 12

Languages Common, Draconic, Dwarvish, Elvish, Giant

Challenge 1 (200 XP)

Special Equipment. Jack wears an *amulet of health*, a *periapt of wound closure*, and a *ring of evasion*.

Cowardly. Jack can Hide as a bonus action. He has advantage on Dexterity (Stealth) checks made to Hide and can Hide behind a creature that is Medium or larger.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 3 (1d4 + 1) piercing damage.

REACTIONS

Run Away. When a creature attacks Jack with a melee attack, whether the attack hits or misses, Jack can use his reaction to Disengage and move up to his speed away from the attacker.

PETRANOCK

Small monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 60 (8d6 + 32)
Speed 35 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	16 (+3)	18 (+4)	8 (−1)	14 (+2)	6 (−2)

Skills Perception +6
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Senses darkvision 90 ft., passive Perception 16
Languages Petranock
Challenge 3 (700 XP)

Limited Telepathy. The petranock can magically transmit simple messages and images to any creature within 60 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Stone Sneak. The petranock has advantage on Dexterity (Stealth) checks made in rocky environments.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Mind Zap. The petranock targets one creature it can see within 20 feet of itself. The target must succeed on a DC 14 Charisma saving throw or take 13 (3d8) psychic damage and be incapacitated until the end of its next turn. On a successful save, a target takes half as much damage and is not incapacitated.

POTION BLOOPER

Small ooze, typically chaotic neutral

Armor Class 8
Hit Points 52 (8d6 + 24)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (−2)	16 (+3)	1 (−5)	7 (−2)	4 (−3)

Damage Resistances acid; bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages understands any languages spoken by its creator, but can't speak
Challenge 1 (200 XP)

Amorphous. The blooper can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The blooper has advantage on saving throws made against spells and other magical effects.

Magic Weapons. The blooper's weapon attacks are magical.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 3 (1d6) acid damage.

Empotion (2/Day). The blooper uses the magic of the potion used to create it on itself or a creature within 5 feet of it. If the blooper targets a creature other than itself, it deals 26 damage to itself, and the target gains the effect of drinking the potion.

PETRANOCK

Petranocks are creatures native to the world of Seelia. They have small, monkey-like bodies with long thin tails and are covered with soft fuzz. Petranocks are nocturnal and have huge eyes that give them excellent night vision. However, they are also highly curious and often become active during the day if something intrigues them. Before the petrification of Seelia, petranocks were gradually evolving toward sentience under the guidance of the Anahael Attrix.

Rocky Armor. All living petranocks were once encased in magical rock by their world's guardian Anahael. Through gentle druidic magic, many have been freed by the foreclaimers called Stella's Children. However, their prolonged stasis has changed the petranocks, leaving them partially covered with rock. This rock acts like armor, making them very durable. This is very helpful for the petranocks as their curiosity often leads them into danger.

Singers from the Stone. A petranock's antennas allow them a limited form of telepathy and provide a defense against predators. When threatened, they can zap an attacker with a small psionic charge. Petranocks were some of the first creatures freed from the rock by Stella's Children as they projected their need for help telepathically even while in magical stasis. Other creatures experience a petranock's telepathy as a tingling song within their minds.

POTION BLOOPER

Potion bloopers result from alchemical mistakes mixing with Ambria's ambient chaos. When potions come to life as a potion blooper, they tend to be mischievous, targeting whoever brought them to life by accident. Potion bloopers have different abilities based on the potion they were supposed to be. They come in a wide variety of colors, depending on the brew that they emerged from.

Making Mistakes On Purpose. Clever mages have found ways to intentionally create helpful potion bloopers using the *conjure potion blooper** spell. However, these conjured bloopers are more fragile than their unintentional counterparts, lasting only a few minutes.

Creating Random Bloopers. When creating random potion bloopers, GMs can use the Random Potion Blooper Type table to determine the type of potion a blooper was created from, which determines the effect of their empotion action.

QUINN-ORA

Medium humanoid (human), neutral evil

Armor Class 14 (17 with *mage armor*)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Con +8, Wis +7, Cha +9
Skills Arcana +6, Deception +9, Perception +7, Persuasion +9
Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 17
Languages Common
Challenge 11 (7,200 XP)

Special Equipment. Quinn-Ora wears a *splicer's amulet**.

Form Mastery. When an effect would alter Quinn-Ora's form, she can choose to ignore it.

Legendary Resistance (2/Day). If Quinn-Ora fails a saving throw, she can choose to succeed instead.

Mind Over Matter (Recharges after a Short Rest). When Quinn-Ora fails a saving throw made to maintain concentration on a spell or against being frightened, she can choose to succeed instead by taking 4 psychic damage. Taking this damage does not trigger a concentration save.

Pact Invocation Spellcasting. Quinn-Ora's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *disguise self*, *mage armor*

1/day each: *arcane hand*, *finger of death*, *flesh to stone*

Spellcasting. Quinn-Ora is a 13th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She regains expended spell slots when she finishes a short or long rest. Quinn-Ora knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*, *prestidigitation*

1st-5th level (3 5th-level slots): *awaken*, *blight*, *chain of pain**, *counterspell*, *dimension door*, *giant insect*, *hold person*, *meld into stone*, *misty step*, *modify memory*, *polymorph*, *shattered mirror image**

ACTIONS

Multiattack. Quinn-Ora makes four attacks with her foating hands and uses Puppeteer or three eldritch blast attacks.

Floating Hands. *Melee Spell Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 17 Dexterity saving throw or be grappled by the hands' razor wires (escape DC 17).

Puppeteer. Quinn-Ora forces each creature she has grappled with her Floating Hands to take one of the following actions:

- The creature moves up to its speed in a direction of Quinn-Ora's choice. This movement provokes opportunity attacks.
- The creature makes a melee attack against a target of Quinn-Ora's choice.

Eldritch Blast. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 10 (1d10 + 5) force damage.

Beastfolk Control (3/Day). Quinn-Ora targets any number of beastfolk within 1 mile whose beastfolk tokens she possesses, dominating them for up to 1 hour. While a beastfolk is under her control, Quinn-Ora is aware of everything it is aware of, and can speak through it. Using her bonus action, she can command a number of dominated targets of her choice to carry out the same action simultaneously. While controlled by Quinn-Ora, a target cannot perform any action Quinn-Ora doesn't allow it to. Quinn-Ora must concentrate on this effect as if she were concentrating on a spell.

REACTIONS

Hands Off. When a creature Quinn-Ora can see makes a melee attack against her, she can use her floating hands to impose disadvantage on the attack roll. If the attack misses, the attacking creature is grappled by one of Quinn-Ora's floating hands until the end of her next turn.

RANDOM POTION BLOOPER TYPE

d6	Potion
1	*Potion of healing*
2	*Potion of flying*
3	*Potion of climbing.*
4	*Potion of speed*
5	*Oil of slipperiness*
6	*Potion of invisibility*

QUINN-ORA

Quinn-Ora [she/her] is a ruthless and hugely ambitious warlock. She serves her Splicer patron, but only grudgingly. She uses the Splicer's power to create beastfolk through a painful ritual that strips them of their memories. Quinn-Ora keeps the beastfolk's hands as tokens that allow her to dominate and possess them. Quinn-Ora has control over the town of Alchemist's Quarry. But that's not enough for her. Quinn-Ora is eager to gain complete control over the dire tarrasque trapped under the town and use it to take over Ambria.

Master Manipulator. Quinn-Ora is confident, especially when surrounded by the beastfolk she controls. She thinks nothing of sacrificing their lives to save her own. Should Quinn-Ora be forced to defend herself directly, she uses wickedly sharp razor whips attached to the fingers of the floating hands she controls with her magic to entangle and slash her foes.

Yeah, she's a lot as you will ***QUICKLY*** find out...

SHARKHOUND

Sharkhounds are predators that are equally effective on land and in water. Part shark, part dog—all sharggo. These magnificent beasts have powerful muscles, sharp fangs, bone-crushing jaw strength, and heartwarming loyalty.

Sacrilegious Snugglers. Sharkhounds were originally created by foreclaimers with pieces stolen from the primordial sharkhound, Girivor, the divine companion of the god Haisea. Despite their unholy origins, sharkhounds are loyal companions to anyone they consider part of their pack. After the disappearance of the foreclaimers, the sharkhounds left behind went feral, thriving in the jungle. However, they still have the instinct to bond with humanoids and can be tamed.

A deadly, highly proficient apex predator with the CUTEST toe beans.

SNEEZE

Sneeze [he/him] has big ears, no tongue, and likes daggers. What is Sneeze, you ask? He's Sip's best friend. What do you mean that's not what you meant? What's not to understand? Sneeze is a pal, a good buddy, a chum, a partner in crime, a BFF, a known associate, a boon companion, a comrade, and a bestie. You get it, right? That's Sneeze!

Hey! You hurt Sneeze, you die. Simple.

Sneeze

SHARKHOUND

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	3 (−4)	12 (+1)	6 (−2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 3 (700 XP)

Amphibious. The sharkhound can breathe air and water.

Keen Hearing and Smell. The sharkhound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The sharkhound has advantage on an attack roll against a creature if at least one of the sharkhound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The sharkhound makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

SNEEZE

Small ???, chaotic good

Armor Class 13
Hit Points 88 (16d6 + 32)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Dex +5
Skills Perception +4
Senses passive Perception 14
Languages understands Common but can't speak
Challenge 2 (450 XP)

Best Friend. On each of his turns, Sneeze can use the Help action as a bonus action.

ACTIONS

Multiattack. Sneeze makes two dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60, one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Avery Howett

TAR MAW

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 30 ft., burrow 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	3 (−4)	9 (−1)	6 (−2)

Saving Throws Con +7
Skills Intimidation +1, Perception +2, Stealth +7
Damage Immunities acid, fire
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 7 (2,900 XP)

Ambusher. The tar maw has advantage on attack rolls against any creature that it has surprised.

Hold Breath. The tar maw can hold its breath for 1 hour.

Tar Skin. The tar maw is covered in a flammable, sticky tar-like substance. If a creature touches the tar maw or hits it with a melee attack while within 5 feet of it, that creature must succeed on a DC 13 Strength saving throw or become stuck to the tar maw. A stuck creature is unable to move away from the tar maw and is dragged with the tar maw when the tar maw moves. A creature can repeat this saving throw as an action, freeing itself on a success.

Flammable Body. If the tar maw takes fire damage, its hide catches fire, dealing 11 (2d10) fire damage to each creature that starts its turn or comes within 5 feet of it until it is extinguished. If the tar maw is fully submerged in water, the flames are extinguished.

ACTIONS

Multiattack. The tar maw uses its Sulfurous Smog and then makes two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage, and the target is grappled and restrained (escape DC 15). While grappling a creature, a tar maw can't make bite attacks against other targets, and it can only have one creature grappled at a time.

Sulfurous Smog (Recharge 5–6). The tar maw exudes a cloud of smog that spreads in a 15-foot-radius sphere centered on itself. The smog spreads around corners, and its area is heavily obscured. The cloud lingers in the air for 1 minute. Each creature that starts its turn in the smog must make a DC 15 Constitution saving throw. On a failed save, the creature is poisoned. A poisoned creature can repeat the saving throw at the start of each of its turns, ending the poisoned condition for itself on a success. On a successful save, the creature is immune to the sulfurous smog of all tar maws for the next 24 hours. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud in 4 rounds. A strong wind (at least 20 miles per hour) disperses it in 1 round.

Ignite (1/Day). The tar maw sets its hide on fire, triggering its Flammable Body ability.

TAR MAW

There are many ways to be eaten in the Bellowing Wilds, but none are quite as surprising as being eaten by a tar maw. Submerged in swampy water and the rotting remains of their own kills and shrouded in impenetrable fog, these massive reptilian predators are nearly undetectable until the moment they make their attack. Tar maws have a distinctive six-nostriled snout, powerful jaws, and six limbs that they use to overpower their prey and drag them down to their doom.

Gross Goop. Tar maws secrete a thick tar-like substance from their scaly bodies, perfect camouflage for their swampy habitat. This tar is also highly flammable. As they are distantly related to dragons—though don't mention this fact to a dragon if you know what's good for you—tar maws have stomachs that burn like furnaces. They can use their internal heat to ignite their tar coating as a last resort against particularly tricky prey.

Awful Ambushers. Tar maws raise their heads out of the swamp only instants before lunging at unfortunate travelers with their massive jaws and dragging them underwater to die. Once one tar maw has attacked, others are drawn to the commotion. Tar maws will float close to each other peacefully until there's blood in the swamp water. After that, tar maws enter a feeding frenzy, even attacking each other in their wild desire to snatch the prey.

Foul Fog. A tar maw's ambush is aided by the thick sulfurous smog emitted through boney vents on their backs. Tar maws can be found in marshes throughout the Bellowing Wilds, but they are most common in Alchemist's Swamp. There, the gathered tar mars cover the whole swamp with their smog.

People who say they love surprises have never met a tar maw.

THISTLEWOLF

Thistlewolves are carnivorous plants that evolved to chase down prey rather than wait for it to come to them. Their four-legged bodies are made from thick thorns and have three vine-like tails. Their heads resemble jungle flowers, with a ring of sharp teeth in the center of the colorful petals.

Predatory Packs. Packs of thistlewolves are made up of three to six adults. They communicate silently with each other through chemical signals. There is no hierarchy between them, and they coordinate their actions in perfect unison. Biologists theorize that these packs are formed by siblings that grow from the seeds of the same thistlewolf. However, thistlewolf reproduction hasn't been widely studied as all the researchers who've tried have been eaten.

Digesting Diner. Once a thistlewolf has caught its prey, it holds the victim in its jaws and turns its body inside-out, encasing the meal. From the outside, digesting thistlewolves appear like large spiny pods, while inside, acid is released to dissolve the meat. It takes around 24 hours for a thistlewolf to fully consume a creature. During this time, they cannot move, so thistlewolves will often drag their prey to a safe location before eating it. While a thistlewolf digests, it is typically guarded by its pack members. A lone thistlewolf is a vulnerable and pitiful creature.

I respect a plant with some get-up-and-go.

WARLOCK OF THE SPLICER

Warlocks who make a pact with the mysterious being called the Splicer gain the power to alter themselves and others as part of their bargain. The Splicer's desires are mysterious, and it rarely communicates in a straightforward manner, even with its most devoted followers. While its warlocks interpret the Splicer's demands in a multitude of different ways, they all agree that their patron wants them to use the power it provides to them to change the world.

THISTLEWOLF

THISTLEWOLF

Medium plant, unaligned

Armor Class 14 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	3 (−4)	10 (+0)	6 (−2)

Damage Immunities acid
Damage Vulnerabilities fire
Condition Immunities blinded, deafened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 2 (450 XP)

Defensive Unit. Attack rolls against the thistlewolf have disadvantage if at least one of the thistlewolf's allies is within 5 feet of the thistlewolf and the ally isn't incapacitated.

Pod Form. While the thistlewolf eats, it transforms into a pod for 24 hours. The pod has a movement speed of 0 and resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and is incapacitated. Every hour, the pod deals 5 (1d10) acid damage to anything inside it. The thistlewolf returns to its normal form after 24 hours have passed.

Jungle Camouflage. The thistlewolf has advantage on Dexterity (Stealth) checks made in forest terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 10 (3d6) acid damage. If the target is Medium or smaller, it is grappled (escape DC 13). Until this grapple ends, the target is blinded and restrained and takes 10 (3d6) acid damage at the start of each of its turns. The thistlewolf can't move or make bite attacks when it has a creature grappled.

Thorn Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 5 (2d4) piercing damage.

WEAVER VETERAN

The strongest weavers are entrusted by the Araknights to carry out missions across the Bellowing Wilds and beyond. They have a lifetime of practice and devotion to draw from and the blessing of Generisa. Weaver veterans are expert diplomats. Instructed by their Araknight mentors to always be tactful and courteous, it is only when all hope of a peaceful solution is lost that a weaver veteran will show off their combat skills.

Anneliese Mak

WARLOCK OF THE SPLICER

Medium or Small humanoid (any race), any alignment

Armor Class 17 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	13 (+1)	10 (+0)	16 (+3)

Saving Throws Con +4, Cha +5

Skills Arcana +5, Perception +2, Persuasion +5

Senses blindsight 60 ft., darkvision 180 ft., passive Perception 12

Languages Common plus one other language

Challenge 4 (1,100 XP)

Echolocation. The warlock can't use its blindsight while deafened.

Hold Breath. The warlock can hold its breath for 15 minutes.

Form Mastery. When an effect would alter the warlock's form, it can choose to resist it and remain in its current form.

Mind Over Matter. When the warlock fails a saving throw made to maintain concentration on a spell or against being frightened, it can choose to succeed instead by taking 2 damage. Taking this damage does not trigger another concentration save. Once the warlock has used this ability, it can't use it again until it completes a long rest.

Spellcasting. The warlock is a 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains expended spell slots when it finishes a short or long rest. The warlock knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *prestidigitation*

1st-5th level (2 4th level slots): *blight*, *chain of pain**, *charm person*, *disguise self*, *dispel magic*, *misty step*, *plant growth*, *polymorph*, *shatter*, *thunderwave*

ACTIONS

Multiattack. The warlock makes two eldritch blast attacks or two mace attacks.

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 8 (1d10 + 3) force damage.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) bludgeoning damage. If the target is a creature it must succeed on a DC 13 Strength saving throw or be knocked prone.

WEAVER VETERAN

Medium or Small humanoid (weaver), any alignment

Armor Class 18 (*goldenweb armor**)
Hit Points 93 (11d8 + 44)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	14 (+2)

Saving Throws Str +6, Wis +6

Skills Insight +6, Perception +6, Persuasion +5, Religion +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Araknight, Common plus any two languages

Challenge 7 (2,900 XP)

Special Equipment. The weaver wears *goldenweb armor**.

Generisa's Blessing. The weaver's weapon attacks are magical. When the weaver hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

Improved Spider Climb. The weaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. The weaver climbs using its spider limbs, leaving its hands free to hold objects or wield weapons as it moves.

Web Walker. The weaver ignores movement restrictions caused by webbing.

Innate Spellcasting. The weaver's innate spellcasting ability is Wisdom (spell save DC 14). The weaver can innately cast the following spells, requiring no material components:

At will: *guidance*

1/day: *web*

ACTIONS

Multiattack. The weaver makes three longsword attacks or two longbow attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) or 8 (1d10 + 3) slashing damage if used with both hands, plus 13 (3d8) radiant damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) plus 13 (3d8) radiant damage.

Nature's Bounty (2/Day). The weaver touches a willing creature and chooses one of two effects: either the target regains 7 (2d4 + 2) hit points, or the charmed or frightened condition ends for it.

APPENDIX B: SPELLS

NEW SPELLS

The following spell lists show which new spells can be added to the spell list of each class.

BARD SPELLS

CANTRIPS
*Dream Peek**
*Nightmare Visage**
1ST LEVEL
*Gothi's Floral Deluge**
*Pain Tax**
2ND LEVEL
*Bass Ackwards**
*Overpowered Aura**
3RD LEVEL
*Chaos Shield**
*Dream Delivery**
*Sleeper's Vision**
*Sleepwalk**
4TH LEVEL
*Dreamscape**
*Shattered Mirror Image**
6TH LEVEL
*Inflict Insomnia**
*Wizardly's Forced Flatulence**
7TH LEVEL
*Fairytale's Curse**

CLERIC SPELLS

2ND LEVEL
*Sphere of Comfort**
3RD LEVEL
*Gift Spell**
*Sleeper's Vision**
4TH LEVEL
*Red Death Rune**
5TH LEVEL
*Invisiblessed**

DRUID SPELLS

1ST LEVEL
*Gothi's Floral Deluge**
*Instant Trap**
2ND LEVEL
*Sphere of Comfort**
3RD LEVEL
*Conjure Potion Blooper**
*Polar Fog**
8TH LEVEL
*Grinding Glacier**

PALADIN SPELLS

2ND LEVEL
*Overpowered Aura**
*Sphere of Comfort**
5TH LEVEL
*Chain of Pain**
*Invisiblessed**

RANGER SPELLS

1ST LEVEL
*Gothi's Floral Deluge**
*Instant Trap**
2ND LEVEL
*Sphere of Comfort**

SORCERER SPELLS

2ND LEVEL
*Bass Ackwards**
3RD LEVEL
*Chaos Shield**
*Conjure Potion Blooper**
*Gift Spell**
*Polar Fog**
*Sleeper's Vision**
*Sleepwalk**
4TH LEVEL
*Shattered Mirror Image**
*Wizardly's Arcane Override**
6TH LEVEL
*Inflict Insomnia**
7TH LEVEL
*Fairytale's Curse**

WARLOCK SPELLS

CANTRIPS
*Nightmare Visage**
*Wizardly's Spiker**
1ST LEVEL
*Pain Tax**
3RD LEVEL
*Chaos Shield**
*Sleeper's Vision**
*Sleepwalk**
4TH LEVEL
*Shattered Mirror Image**
5TH LEVEL
*Chain of Pain**
6TH LEVEL
*Inflict Insomnia**
7TH LEVEL
*Fairytale's Curse**

WIZARD SPELLS

CANTRIPS
*Dream Peek**
*Nightmare Visage**
*Wizardly's Spiker**
1ST LEVEL
*Pain Tax**
2ND LEVEL
*Bass Ackwards**
3RD LEVEL
*Conjure Potion Blooper**
*Dream Delivery**
*Polar Fog**
*Sleeper's Vision**
*Sleepwalk**
4TH LEVEL
*Dreamscape**
*Red Death Rune**
*Shattered Mirror Image**
*Wizardly's Arcane Override**
6TH LEVEL
*Inflict Insomnia**
*Wizardly's Forced Flatulence**
7TH LEVEL
*Fairytale's Curse**
8TH LEVEL
*Grinding Glacier**

SPELL DESCRIPTIONS

The new spells are presented in alphabetical order.

BASS ACKWARDS

2nd-level abjuration

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a small rubber ball)
Duration: Concentration, up to 1 hour

Choose any number of willing creatures within range. For the duration, as long as the targets remain within the spell's area, their words sound scrambled and nonsensical to any listener who isn't under the effect of the spell. The chosen creatures can understand each other as normal.

A creature attempting to eavesdrop on the targets of this spell with a divination spell or effect, such as *scrying* or *clairvoyance*, must make a Wisdom saving throw, taking 3d8 psychic damage on a failure and half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration is concentration, up to 8 hours. Using a spell slot of 7th level or higher grants a duration of 24 hours that doesn't require concentration.

CHAIN OF PAIN

5th-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a gold bracelet)
Duration: Concentration, up to 1 hour

An ethereal chain shoots forth from your chest at a creature you can see within range. The target must make a Charisma saving throw. On a failure, the spectral chain attaches to the target's body, linking you both together. The chain can stretch to any distance and pass through objects, and you and the target can move away from each other beyond the casting range of the spell without ending the spell. While you are connected in this way, you and the target know each other's location, even if you can't see or hear one another.

When you take damage, the target takes the same type of damage equal to the amount of damage you take. If damage reduces you to 0 hit points, the target takes the full amount of damage that you would have taken beyond 0 hit points.

If you regain hit points while under the effect of this spell, the target gains a number of temporary hit points equal to the number of hit points you regained.

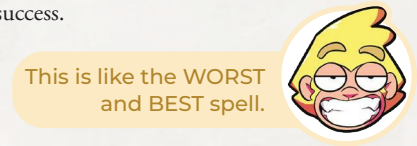
Each time a target takes damage from this spell, the target can repeat the saving throw, ending the spell on a success. If you or the target moves to a different plane of existence, the spell ends.

CHAOS SHIELD

3rd-level abjuration

Casting Time: 1 reaction, which you take when you are targeted by a spell
Range: Self
Components: S, M (a shard of a gemstone)
Duration: 1 minute

You infuse the spells of those who dare attack you with the randomness of pure chaos. The caster of the spell that triggers your reaction must make a Constitution saving throw. On a failure, the spell goes wild, and the caster must roll on the **Chaos Surge** table to determine the effect. Additionally, the caster becomes glitched for one minute. While glitched, each time the caster casts a spell using a spell slot, there is a 50% chance the spell goes wild. An affected caster can repeat its saving throw at the end of each of its turns, ending the effect on a success.



CONJURE POTION BLOOPER

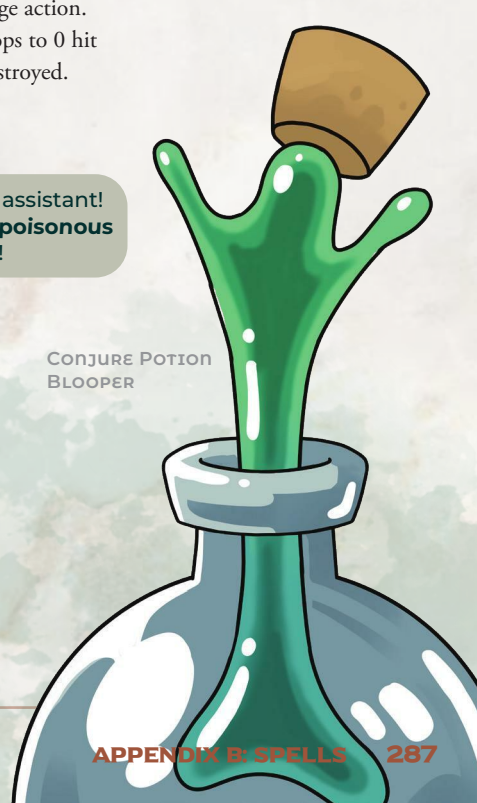
3rd-level transmutation

Casting Time: 1 Action
Range: 20 feet
Components: V, S, M (a magic potion, which the spell consumes)
Duration: 10 minutes

You inject arcane lifeforce into a potion of your choice, which becomes a **potion blooper*** under the control of the GM. As part of your action, you can throw the potion bottle to an unoccupied space you can see within 20 feet of you, where it shatters and releases the conjured creature. The type of potion blooper you summon matches the potion you used to summon it. The GM has the potion blooper's statistics.

The potion blooper is friendly to you and your companions. It obeys your verbal commands. In combat, it takes its turn immediately after yours and can attack. If you give it no commands, it takes the Dodge action.

After 10 minutes or if it drops to 0 hit points, the potion blooper is destroyed.



Avery Howett

DREAM DELIVERY

3rd-level conjuration (oneiromancy)
Casting Time: 1 minute
Range: Unlimited
Components: S, M (a Tiny object)
Duration: Instantaneous
You transport a Tiny nonmagical object through the realm of dreams to a creature known to you. The target must be on the same plane of existence as you. When you finish casting the spell, the object disappears from your grasp. The next time the target goes to sleep, it dreams of you handing it the object. If the creature accepts the object in the dream, it awakens holding the object, and you are aware that the spell has been successful. If the target chooses not to accept the object, the object reappears in your hand when the target awakens.

The object can be no larger than 1 foot in any dimension, can't weigh more than 20 pounds, can't contain any living matter, and can't be magical. If you target a creature that doesn't sleep, such as an elf or mohsnian, the spell fails and the object does not disappear.

DREAM PEEK

Divination cantrip (oneiromancy)
Casting Time: 1 minute
Range: Touch
Components: S, M (a ball made from dried twigs)
Duration: 10 minutes
You gently lay your hand on the head of a sleeping creature to glimpse its dreams or nightmares. The target must make a Wisdom saving throw. On a successful save, you are unable to see into the target's dreams. On a failed saving throw, the target remains asleep and you experience the dream as the target is experiencing it. A willing creature who knows you will cast this spell on it while it sleeps can choose to fail its saving throw.

You can't change the events in the dream, but you feel any emotions that the target feels while it is dreaming. The GM determines the content and coherence of the dream.

After the creature wakes, it knows that you were peering into its dreams if it failed its saving throw.

Dream Delivery

DREAMSCAPE

4th-level enchantment (oneiromancy)
Casting Time: 10 minutes
Range: Self (30-foot radius)
Components: S, M (incense worth 50 gp, which the spell consumes)
Duration: 8 hours
You bring up to eight willing creatures within range into a dreamscape you create. Targets fall asleep and benefit from a long rest if they spend at least 6 hours in the dreamscape. Creatures that don't sleep are unaffected by this spell.

You choose the appearance of the dreamscape and can alter it using an action. Creatures inside the dreamscape can interact with it as though it were real and retain their statistics and abilities. Creatures can't sleep or rest within the dreamscape. When you wake, the dreamscape ceases to exist, and all other creatures within it wake too.

Another creature can enter your dreamscape using the *dream* spell and can attempt to take control of it. You can resist the attempt by succeeding on a spellcasting ability check contested by the caster of the *dream* spell. The winner of the check has control of the dreamscape until the spell ends.

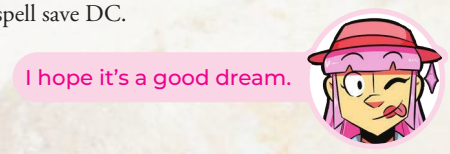
All damage dealt to creatures within the dreamscape is psychic damage and doesn't carry over to a creature's sleeping body. If a creature within the dreamscape drops to 0 hit points, it is forced out of the dreamscape and remains unconscious for 2d6 hours as its mind heals.

FAIRYTALE'S CURSE

7th-level enchantment (oneiromancy)
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a rotten apple)
Duration: Until dispelled
You touch a humanoid and attempt to trap it within a near-eternal dream state. The target must succeed on a Wisdom saving throw, or it falls unconscious and remains asleep until the spell ends. While the target is unconscious, its body doesn't age. It doesn't require sustenance as long as it remains unconscious, and it has resistance to all damage.

Awakening Condition. When you cast this spell, you must specify a reasonable condition that must be met for the target to awaken, such as "Awaken with a kiss of true love," or "Awaken when the scale of a red dragon is placed upon your body." If the awakening condition is impossible or harmful to the target, the spell fails. The target can only be woken if the awakening condition is fulfilled or with a *wish* spell. Once the awakening condition is met, the target wakes up, remembering the dream it experienced while it was unconscious.

Identification. To discern that a creature is under the effect of this spell and what the awakening condition is, a creature can cast *identify* on the target or must succeed on an Intelligence (Arcana) check against your spell save DC.



Avery Howett

GIFT SPELL

3rd-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch another willing creature and replenish its magical energy. The creature gains a spell slot of 2nd level or lower that it can use to cast spells as though it were one of its own spell slots. Additionally, the target gains an effect of your choice chosen from the following options.

- The target has advantage on the next spell attack it makes before the end of its next turn.
- One target of a spell cast by the target before the end of its next turn has disadvantage on its saving throw to resist the effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you increase the level of the spell slot you grant the target by 1 for every level above 3rd.

This spell has no effect on creatures that can't cast spells using spell slots.

GOTHI'S FLORAL DELUGE

1st-level conjuration

Casting Time: 1 action
Range: 60 feet (10-foot cube)
Components: V, S, M (petals from four different jungle flowers)
Duration: Concentration, up to 1 minute

You conjure a rain of beautiful jungle flowers heavy with hallucinogenic pollen in a 10-foot cube centered on a point you can see within range. The area is lightly obscured, and when a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a Constitution saving throw or be affected by the pollen. Creatures immune to being poisoned have advantage on this saving throw.

d4	Pollen Effect
1	The target becomes drowsy. If it takes no damage before the end of its next turn, it falls asleep for 1 minute. A sleeping target wakes if it takes damage or if another creature uses its action to shake the target awake.
2	The target takes 2d6 psychic damage.
3	The target becomes sluggish. Its speed is reduced by half, and it can't take reactions until the end of its next turn.
4	The target becomes incapacitated until the end of its next turn and must move up to its speed in a random direction away from the affected area.

Even the prettiest flowers in the Bellowing Wilds shouldn't be underestimated.

GRINDING GLACIER

8th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a sprig of mint)
Duration: Concentration, up to 10 minutes

You create a glacier on a solid surface within range. It must fit within a 150-foot cube and can't be smaller than a 50-foot cube. The spell fails if you attempt to cast a glacier in an area that can't physically accommodate it.

Statistics. The glacier can be attacked and damaged. It has an AC of 15, 300 hit points, vulnerability to fire damage, and immunity to cold, poison, and psychic damage. The spell ends if the glacier is destroyed. Climbing the slippery glacier requires a successful DC 18 Strength (Athletics) or Dexterity (Acrobatics) check. Creatures with a climb speed or appropriate equipment have advantage on this check.

Movement. As a bonus action on each of your turns, you can move the glacier up to 30 feet in any direction. Ground the glacier travels over becomes difficult terrain.

Pushing Creatures. When the glacier appears, each creature within its area is pushed out to the edge of the glacier and must make a Constitution saving throw. On a failed save, a creature takes 10d10 cold damage, or half as much damage on a successful save.

When the glacier moves into a creature's space, the creature is pushed out of the space by the glacier and must make a Constitution saving throw. On a failure, a creature takes 5d10 cold damage and 5d10 bludgeoning damage. On a success, a creature takes half as much damage and isn't knocked prone. A Gargantuan creature can make a Strength saving throw to resist the glacier. On a success, it is not moved and does not have to make the Constitution saving throw.

Pushing Structures and Objects. If you move the glacier into a space occupied by a structure or object, the glacier deals 50 bludgeoning damage to each structure in its area, but it can't move further into the space occupied by the structure or object until the obstacle is destroyed.

I wonder if you could make a very big ice slide with this?

Gothi's Floral Deluge

Avery Howett

INFLICT INSOMNIA

6th-level enchantment (oneiromancy)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 10 days
You touch a creature and plant a disruptive seed within its mind that prevents it from having a restful sleep. The target becomes cursed with insomnia for the duration. Creatures that don't sleep, such as elves and mohsnians, can't be affected by this spell.

While under this curse, the target must make a Constitution saving throw the first time each day when it begins a long rest. On a failure, it doesn't regain lost hit points or expended hit dice from long resting, and it gains one level of exhaustion. If it has the spellcasting feature, it can only regain spell slots of 5th level or lower.

A creature attempting to end this curse with the *remove curse* spell must succeed on an ability check using its spellcasting ability against your spell save DC or the attempt fails.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the duration is 30 days.

INSTANT TRAP

1st-level conjuration
Casting Time: 1 action
Range: 5 feet (10-foot square)
Components: V, S, M (a small wooden stake)
Duration: 8 hours
With a swift stab into the ground, you instantly create a spiked pit trap centered on a point you can see. The trap can be created on any horizontal surface that is at least 10 feet wide. The trap is 10 feet wide and 10 feet deep, and it has sharp wooden stakes on the bottom.

The spiked pit trap is concealed with an illusion that matches the surface the trap is on, and it remains there until triggered. A creature must succeed on an Intelligence (Investigation) or Wisdom (Perception) check against your spell save DC to notice the trap.

When a creature steps onto the trap, the illusion vanishes and the creature falls into the pit, taking 2d10 piercing damage from the spikes plus 1d6 bludgeoning damage from its fall. Once all creatures caught in the trap leave its area or the spell ends, the trap disappears, and the ground returns to its previous state. Any corpses, objects, or creatures in the trap when the spell ends are moved up onto the surface where the spell was cast.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you increase the depth of the trap by 10 feet, and the fall damage increases by 1d6 for each slot level above 3rd.

Damn, I'd totally use this if it were a sorcerer spell.

INVISIBLESSED

5th-level illusion
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute
A creature you touch and everything it is wearing or carrying becomes invisible to creatures of a type you choose. Choose from: aberrations, celestials, fey, fiends, or undead.

The target has advantage on attack rolls against creatures of the chosen type and can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the effect.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th.

NIGHTMARE VISAGE

Illusion (oneiromancy) cantrip
Casting Time: 1 action
Range: 5 feet
Components: S
Duration: Instantaneous
You tap into the terrors of creatures of your choice within range that can see you, making them perceive your face as their greatest fears. Each target must succeed on a Wisdom saving throw or take 1d4 psychic damage and become blinded until the start of its next turn. If a target takes any more damage before its turn, the blinded condition ends.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

OVERPOWERED AURA

2nd-level illusion
Casting Time: 1 action
Range: Self (30-foot-radius sphere)
Components: V, S, M (a silver medal worth at least 15 gp)
Duration: Concentration, up to 1 minute
You emanate an aura of confidence, convincing onlookers of your awesome power. Up to ten creatures of your choice within range that can see you must succeed on an Intelligence saving throw or become frightened of you until the end of your next turn. As a bonus action on your turn, you can make a Charisma (Intimidation) check against each affected target's Wisdom (Insight) or Intelligence (Investigation) to maintain the frightened condition until the end of your next turn. A target that wins this contested check is no longer frightened and becomes immune to this spell for 1 hour.

The spell ends for a target if it can no longer see you.

PAIN TAX

1st-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V, M (an empty coin purse)
Duration: 1 minute

You make yourself into a profitable punching bag. For the duration, each time you take damage from a melee attack, you gain gold pieces equal to the amount of damage you take. If the creature attacking you is carrying gold pieces, it loses the same number of gold pieces that you gain as its gold appears in your coin purse. If the creature attacking you has no gold pieces, the gold you gain comes from an unknown magical source.

A creature that is carrying gold and attacking you that succeeds on an Intelligence (Arcana) or Wisdom (Perception) check against your spell save DC realizes that you are stealing its gold each time it hits you.

POLAR FOG

3rd-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 hour

A beam of freezing air shoots from your hands, creating a 20-foot-radius sphere of fog centered on a point within range that you can see. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

The icy fog is extremely cold, and its area is difficult terrain. A creature that starts its turn in the sphere must make a Constitution saving throw, taking 4d6 cold damage on a failed saving throw, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the radius increases by 5 feet for each slot level above 3rd.

Avery Howett

Overpowered Aura

RED DEATH RUNE

4th-level abjuration

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (a ruby worth at least 150 gp, which the spell consumes)
Duration: Until dispelled or triggered

You draw a magical rune with the power to unleash burning agony. You inscribe the rune on an object no larger than a 10-foot cube (such as a chair, door, or treasure chest). The rune must be between 6 and 12 inches in diameter. If the object is moved more than 15 feet from where you cast this spell or the rune is damaged, the rune is broken, and the spell ends without being triggered.

While one or more creatures you can see are touching an object inscribed with the rune, you can use your bonus action to trigger the rune. A creature touching the object when the rune is triggered must make a Constitution saving throw, taking 7d6 fire damage on a failed saving throw, or half as much damage on a successful one.

After the rune is triggered, you can concentrate on the spell to extend its effects. While you concentrate on the spell, a creature that fails its initial saving throw can't let go or move away from the item inscribed with the rune. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause 4d6 fire damage to the creature. Each time the creature takes this damage, it can repeat its saving throw, ending the spell on a success. The spell also ends if you can no longer see the creature.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can inscribe an additional rune for each spell slot above 4th on another object within 15 feet of the original target.

SHATTERED MIRROR IMAGE

4th-level illusion

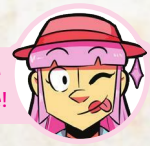
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions. You can dismiss the illusory duplicates on your turn as a free action.

Each time a creature targets you with an attack during the spell's duration, roll a d12 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 3 or higher to redirect an attack to one of your duplicates; with two duplicates remaining, you must roll a 6 or higher; with only one duplicate remaining, you must roll a 9 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. When a duplicate takes damage from an attack or other source, it is destroyed. The spell ends when all three duplicates are destroyed.

When a duplicate is destroyed, it shatters, and all creatures other than you within 10 feet of you must make a Dexterity saving throw, taking 3d6 slashing damage and 3d6 psychic damage on a failure, or half as much damage on a success.



SLEEPER'S VISION

3rd-level illusion (oneiromancy)

Casting Time: 1 action
Range: Unlimited
Components: S
Duration: Instantaneous

You send a silent vision lasting 30 seconds or less into the dreams of a creature with which you are familiar. What the vision contains is up to you, but it can't contain information you don't know or details with which you are unfamiliar. If the creature is awake when you cast this spell, it receives the vision when it goes to sleep. This spell has no effect on creatures that don't sleep, such as elves and mohsnian.

The creature views the vision in its mind as a dream and remembers it upon waking. It recognizes you as the sender if it knows you. The spell enables creatures with Intelligence scores of at least 4 to understand the meaning of the vision.

You can send the vision across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 25 percent chance that the vision doesn't arrive.

SLEEPWALK

3rd-level enchantment (oneiromancy)

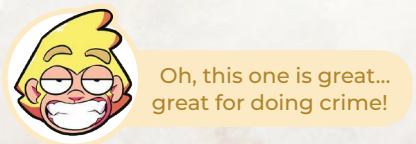
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 24 hours

You touch a creature and suggest a course of activity (limited to a sentence or two), which the target is compelled to carry out the next time it falls asleep. The target must be able to hear and understand you, and creatures that don't sleep, such as elves and mohsnians, are immune to this effect. Suggesting anything that would be directly damaging to itself ends the spell.

The target must make a Wisdom saving throw. On a failed save, it instantly becomes unaware that you have given it any instructions or cast this spell on it. The next time it falls asleep, it begins to sleepwalk, pursuing the course of action you described to the best of its ability. While acting under the influence of this spell, a creature has no conscious awareness of its surroundings or the actions it is taking. It acts as it normally would to complete the activity and appears awake to observers, but any creature that interacts with the target can tell it is sleepwalking by succeeding on a Wisdom (Insight) check against your spell save DC.

The suggested course of action can continue until dawn, at which point the target returns to the location it went to sleep. If the suggested activity can be completed in a shorter time, when the subject finishes what it was asked to do and returns to its bed and the spell ends. If the target takes damage while sleepwalking, the spell ends.

When the spell ends, the target wakes up. If the target spends more than 4 hours sleepwalking, it receives no benefit from its rest.



SPHERE OF COMFORT

2nd-level abjuration

Casting Time: 1 action
Range: Self (10-foot-radius sphere)
Components: V, S, M (a folding paper fan)
Duration: Concentration, up to 1 hour

You create a sphere of balmy magic that spreads out from you in a 10-foot radius and moves with you, remaining centered on you. The temperature inside the sphere is pleasantly warm, regardless of the temperature outside of it. Any creature entirely within the sphere has resistance to cold and fire damage.

WIZARDLY'S ARCANE OVERRIDE

4th-level transmutation

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell
Range: 60 feet
Components: V, S
Duration: Instantaneous

You attempt to gain control of another creature's spell through sheer magical force. If the creature is casting a spell of 4th level or lower, make a contested ability check using your spellcasting ability against the creature casting the spell. If you win the contest, you can choose the targets for the spell as if you had cast it, though you still treat the spell as originating from the original caster to determine its range. The overridden spell uses the caster's spellcasting ability to determine attack rolls and saving throw DCs, but if it requires concentration, you must maintain concentration on it for the duration.

If you succeed in overriding the spell, you can only cast cantrips until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can attempt to override a spell of a level that is less than or equal to the level of the spell slot you used.

WIZARDLY'S SPIKER

Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a caltrop)
Duration: Instantaneous

You fire a magical dart at a creature, attempting to pin it in place. Make a ranged spell attack against a creature. On a hit, the target takes 1d6 piercing damage. If the target is within 10 feet of an object, structure, or solid surface that is at least 5 feet wide, such as a tree, a wall, or a solid floor, the dart pulls the target toward it and pins the target there. A pinned creature's speed is reduced to 0 until the end of its next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

WIZARDLY'S FORCED FLATULENCE

6th-level conjuration

Casting Time: 1 action
Range: 120 feet
Components: V, M (a dried bean)
Duration: Concentration, up to 1 minute

Choose up to six creatures you can see within range. Each target must make a Constitution saving throw. On a failure, a target begins farting uncontrollably, creating a 5-foot-radius sphere centered on itself filled with a pungent green gas that moves with it for the spell's duration. Additionally, the target becomes poisoned and can only take an action, a bonus action, or move on its turn. On a successful save, a target becomes sluggish, and can only move half its speed until the end of its next turn.

An affected target must repeat its Constitution saving throw at the end of each of its turns, taking 2d8 poison damage on a failure and ending the spell's effect for it on a success.

All creatures within the fart gas have disadvantage on Charisma ability checks and on Wisdom (Perception) checks that rely on smell. Any creature that breathes the gas is poisoned until it leaves the space containing the gas.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the poison damage increases by 1d8 for each slot above 6th.

Sleeper's Vision

Avery Howett

SOUL MAGIC

Magic that can affect the very souls of beings was once exclusive to the gods. However, mortals have gained the power of soul magic on rare occasions. The foreclaimers' experiments with soul magic led to the creation of soul gems and the artificial god Xanu. Others have been gifted with the ability to affect souls through divine boons or through the possession of rare artifacts.

The following spells do not appear on any classes' spell lists and can't be learned as other spells are. Instead, characters of any class can gain them through the *Xanu shard** magic item. Alternatively, a GM can decide to give a character access to soul magic spells as they wish.

SOUL MAGIC SPELLS

*Purge Soul** *Soul Bump**
*Sense Souls** *Soulbound Oath**

SOUL MAGIC SPELL DESCRIPTIONS

PURGE SOUL

9th-level soul magic
Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Concentration, up to 10 minutes
Your form spectral hands that push through the chest of a creature you can see within range, attempting to force its soul from its body. The target must make a Charisma saving throw. On a failure, the target's soul is separated from its body and pushed into an unoccupied space adjacent to the target, where it can't be interacted with for the spell's duration. The soul is freed when the spell ends, and it can return to its body if its body has at least 1 hit point and has not been completely destroyed, petrified, or transformed into an object. If the soul can't return to its body, it becomes a **ghost.**

While separated from its soul, the target's body is unconscious, immune to psychic damage, and automatically fails Intelligence, Wisdom, and Charisma saving throws. The target's body can take damage and be healed as normal.

If you maintain concentration on this spell for the full duration, the target's body dies. Its body becomes a corpse, incapable of housing a soul until revived using *raise dead* or similar magic. You can decide whether to trap the creature's soul in an object, destroy it, have it become a **ghost**, or let it pass to another plane. This spell has no effect on constructs not powered by soul crystals or on undead creatures that do not possess souls, such as zombies and skeletons.

SENSE SOULS

1st-level soul magic
Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S
Duration: Concentration, up to 1 hour
You channel divine magic through your senses, allowing you to sense the presence of souls. You can immediately detect the presence of creatures with souls within 60 feet of you. For each creature you can sense, you know its approximate distance and direction from you, but you don't learn the exact location of the creature. You have advantage on Wisdom (Perception) checks made to detect creatures you can sense in this way that are hiding. This spell can't detect creatures without souls, such as constructs not powered by soul crystals and undead creatures that do not possess souls, such as zombies and skeletons.

Once per turn, you can grant yourself advantage on an attack made against a creature you can sense with this spell.

SOUL BUMP

3rd-level soul magic
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
With a shunt of divine magic, you push the soul of a creature out of its body for a moment. Make a melee spell attack against a creature you can reach. On a hit, the target takes 5d10 necrotic damage and has disadvantage on all attack rolls, saving throws, or ability checks it makes before the end of your next turn.

This spell has no effect on constructs not powered by soul crystals or on undead creatures that do not possess souls, such as zombies and skeletons.

SOULBOUND OATH

5th-level soul magic
Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: 30 days
You make a solemn promise with up to five creatures, including yourself, binding your souls to carry out a specified course of action, for example, seeking revenge against a specific individual or not harming a certain type of creature. The terms of the oath are yours to decide, and you must abide by them as well. If a target is unwilling, it can make a Charisma saving throw to resist the spell. If any target succeeds on its saving throw, the spell fails for all the targets.

A creature bound by this spell takes 5d10 necrotic damage each time it willingly acts in a manner that violates the terms of the oath. Once per day, when a creature bound by this spell acts in a way that meets the requirements of the oath, it gains advantage on one ability check, saving throw, or attack it makes before the next dawn.

The GM can rule that the spell fails if the terms of the oath can be observed without effort. This spell can be ended with *remove curse, greater restoration,* or similar magic. When the spell ends, it ends for all targets.

This spell has no effect on a creature that doesn't share a language with you, doesn't have a soul, such as a construct not powered by a soul crystal, or on an undead creature that does not possess a soul, such as a zombie or skeleton. A creature already affected by this spell is unaffected by a second casting.

At Higher Levels. When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell is permanent until it is ended.

APPENDIX C: MAGIC ITEMS

New magic items are presented in alphabetical order.

BANJO OF EXMODEUS

Wondrous item, rare

You have advantage on Performance skill checks made using this magic banjo.

The first time you use your action to play this banjo each day, it summons a horrible monster, Exmodeus The Dread Raccoon, which magically appears in an unoccupied space within 10 feet of you. Exmodeus is a Tiny beast that otherwise uses the stats of a **troll**. On each of its turns, Exmodeus attacks the nearest creature it can see. If no creature is near enough to move to and attack, Exmodeus attacks the nearest object instead. After 1 hour, or if it is killed, Exmodeus disappears with a discordant twanging sound.

The banjo regains the ability to summon Exmodeus each dawn.

Look, I'm not saying you **NEED** to make a very angry raccoon a recurring boss. **HOWEVER...**

BITE B GONE

Potion, rare

This syringe contains a shimmering silver liquid.

Shapechangers. As an action, you can inject a creature within your reach with the liquid. If the target is unwilling, make a melee attack against it, treating the syringe as an improvised weapon. On a hit, if the target is a shapechanger, such as a **werewolf** or a **vampire**, it takes 5d8 radiant damage and instantly reverts to its original form. Additionally, on a hit a shapechanger target must succeed on a DC 15 Charisma saving throw, or it can't assume a different form for 1 hour.

Cure. If *bite b gone* is injected into a creature cursed with lycanthropy for less than 24 hours, the curse is removed. The target takes no damage from the dose if it hasn't yet transformed into its animal or hybrid form.

Prevention. If *bite b gone* is used on a creature that is not a shapechanger, for 8 hours the target has advantage on all saving throws made to resist lycanthropy and against being charmed and can't rise as a **vampire spawn** if slain by a **vampire's** bite.

Banjo of Exmodeus

Bite B Gone

Bloodmoon Berry

Avery Howett

BLOODMOON BERRY

Wondrous item, rare

This dark crimson berry has a tart flavor and transformative effects.

Inner Beast. If you consume a berry, you polymorph into a beast of the GM's choice for 1 hour. The beast you transform into is always the same whenever you consume a berry and matches your personality. For example, a brave paladin might become a **warhorse**, while a scholarly wizard might become an **owl**.

While transformed, you maintain your alignment and personality, but all your statistics, including mental ability scores, are replaced by the statistics of the chosen beast. You are considered a beast for the purpose of spells and other effects. If you drop to 0 hit points while transformed, you revert to your original form, remaining at 0 hit points.

Lycanthropes. *Bloodmoon berries* are highly poisonous to lycanthropes. If a lycanthrope such as a **werebear**, **werewolf**, or **wererat** consumes a berry, it must make a DC 17 Constitution saving throw, taking 8d8 poison damage on a failure or half as much damage on a success. Additionally, it reverts to its humanoid form and can't use its shapechanger ability until it has completed a long rest.

We druids spend years learning how to turn into beasts. But go ahead, just eat a berry. Sure. I'm not salty about it. It's **fine**.

CAGER BOX

Wondrous item, varies (requires attunement)

This small cube can comfortably house a creature that you can summon to aid you.

Catching Creatures. You can use an empty box to attempt to capture a beast, elemental, dragon, monstrosity, plant, or ooze inside it. The box has no effect on other creature types. As an action, you can throw the box at a creature within 20 feet of you that you can see. The target must make a Constitution saving throw against the box's DC, which is based on its rarity. If the target has half or more of its hit points remaining, it makes this saving throw with advantage. If the target has one-quarter of its hit point maximum or less, it makes the saving throw with disadvantage.

Rarity	DC
Uncommon	10
Rare	13
Very Rare	15
Legendary	19

On a failed saving throw, the target is sucked into the box, trapping the creature inside. While inside the box, the target is incapacitated, has total cover, and can't be affected by spells or damaging areas of effect. The box can only hold one creature at a time.

Battling Creatures. While holding the box, you can use your action to summon the creature inside it for up to 10 minutes. The creature appears in an unoccupied space you can see within 20 feet of you. The creature acts immediately following your turn in the initiative order. If the creature is friendly to you, it follows your verbal commands to the best of its ability. If the creature is hostile to you, it can make a contested Wisdom check against your Wisdom (Animal Handling) skill. If the creature wins, it ignores your commands until the start of its next turn and takes the dodge action. The GM decides whether the creature is friendly or hostile to you.

While summoned, the creature cannot willingly harm you or move more than 100 feet from you.

Using your bonus action, you can recall the creature to its box. After summoning the creature, it can't be summoned again until the next dawn.

Cager Box

Avery Howett

CARNIVOROUS FLAIL

Weapon (flail), rare

This magic flail is made from a carnivorous plant with a bulbous head split by a row of crimson teeth attached to a wooden handle.

Each time you hit a living creature with the flail for the first time on your turn, the plant bites the target, dealing an extra 1d8 piercing damage.

Awakening. While holding the flail, you can use a bonus action to speak its command word, causing the flail to become awake for 1 minute or until you speak the fail's command word again as a bonus action.

While it is awakened, the flail has a reach of 10 feet. On a hit, it deals 3d8 + 3 piercing damage or 4d8 + 3 piercing damage if the target is a living creature. If you roll a 1 on the attack roll, the flail hits you instead.

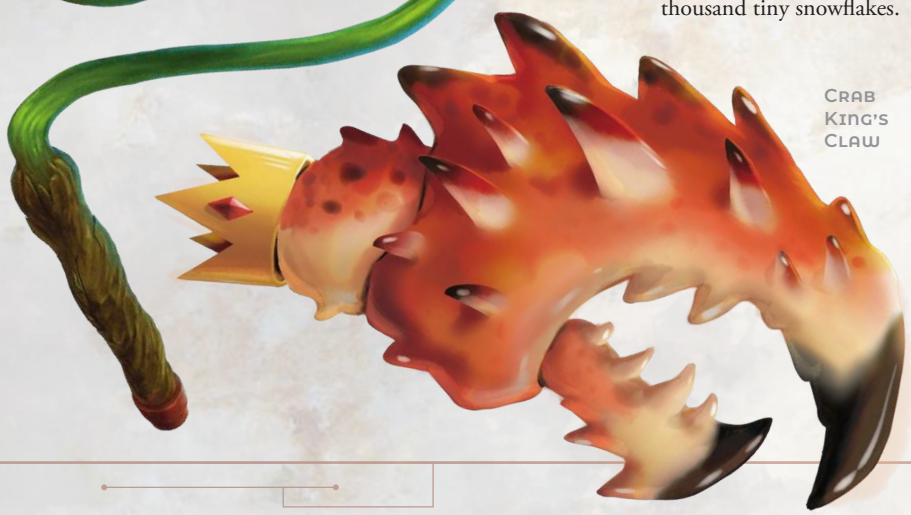
Planting. If the flail is dropped or placed on the ground while it is awake, the flail roots itself in the ground and makes attacks against a random creature within 10 feet of it at the end of your turn. The flail continues to make attacks in this way while it is awakened or until a creature other than you picks it up. A creature attempting to pick up the flail while the plant is awake must succeed on a DC 15 Strength (Athletics) check to uproot it.

Once the flail has been awakened, it can't be awakened again until the following dawn.

This item was created by the talented Griffin of Griffon's Saddlebag! I like how it can hit your face while eating it too!

Carnivorous Flail

Griffin Macaulay



Crab King's Claw

Avery Howett

CHARGED POWER CRYSTAL

Wondrous item, very rare

This rod-shaped crystal glows faintly when it is charged. The color of the crystal depends on the color of the sun that was used to charge it.

Augmentation Power. Augmented foreclaimers can use *charged power crystals* to fuel their augmented traits and specializations.

Any creature can use charged power crystals in the following additional ways:

Calm Emotions. While holding this crystal, as an action, you can use it to cast *calm emotions* with a range of self. This property can't be used again until the next dusk.

Empowered Fortitude. While holding this crystal, you can use an action to give yourself 1d4 + 2 temporary hit points. This property can't be used again until the next dusk.

Curse. Any creature within 5 feet of the crystal has disadvantage on Deception, Insight, and Persuasion checks.

CRAB KING'S CLAW

Wondrous item, very rare (requires attunement)

While wearing this large crab claw on your arm, you can use it to make unarmed strikes, which deal 2d8 piercing damage. These unarmed strikes are considered magical, and you gain a +2 bonus to attack and damage rolls made using them. Additionally, you have advantage on rolls made to grapple or maintain your hold on a creature you are grappling.

Spells. You can use the claw to cast the *dominate beast* spell, targeting an aquatic beast (save DC 16) or the *water breathing* spell. You can cast each spell once per day and must finish a long rest before casting the same spell again.

This was made in collaboration with Crit Crab! Hope you roll lots of crits with it!

CRYODON FAN

Wondrous item, rare (requires attunement)

This fan was crafted using scales from a cryodon and is always cold to the touch.

The fan has 4 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 15) from it : *cone of cold* (3 charges), *polar fog** (2 charges), *protection from energy* (fire or cold only, 1 charge), *sleet storm* (2 charges).

The fan regains 1d3 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the fan shatters into a thousand tiny snowflakes.

ERINA'S STEEL BALL OF HOPE

Weapon (light hammer), uncommon (requires attunement by a fighter or monk)

Multiple enchantments swirl within the shell of this heavy steel ball, which functions as a light hammer with the finesse property.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When thrown, the ball magically returns to your hand immediately after the attack, whether it hits or misses its target.

When you make your first ranged attack with the ball each turn, you can use your bonus action to impart a magical spin to it, causing it to ricochet toward an additional target. As part of this attack, make a second ranged attack with the ball against another creature that is within 5 feet of the original target and within the ball's range. If both attacks hit, you deal an extra 1d4 bludgeoning damage to both targets.

Magical girls, don't give up hope! Instead, throw it in your enemies' faces!

EVISCERATOR AXE

Weapon (greataxe), legendary (requires attunement)

This axe is set with twin crystals, one located in its pommel and one in the center of the axehead. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Power Blade. You can use a bonus action to speak the axe's command word, causing its blade to become charged with crackling energy that sheds bright blue light in a 30-foot radius and dim light for an additional 30 feet. While the blade is charged, the axe deals an extra 4d8 radiant damage to any target it hits. The blade remains charged until you use a bonus action to speak the command word again or until you drop or sheathe the axe.

Arc Lightning. You can use an action to cause an arc of pink lightning to streak forward toward a target you can see, casting the *chain lightning* spell (save DC 17). Once used, this property can't be used again until you land a critical hit with the axe or until the next dawn.

Mech Demolisher. On a hit, you deal an extra 2d6 slashing damage against constructs.

FORECLAIMER ARROW

Weapon (arrow), rare

This magic arrow has a thin yet sturdy shaft and a fragment of yellow crystal embedded in its arrowhead. You can use an action to collapse the arrow's telescopic shaft, reducing it to less than half its size. When collapsed, it can't be fired, but you have advantage on Sleight of Hand checks made to conceal it. You can return the arrow to its normal size on your turn as part of your action to fire it.

When fired, the arrowhead becomes charged with radiant energy. On a hit, the arrow deals a bonus 1d6 radiant damage. Additionally, the target of the attack sheds bright light in a 10-foot radius until the start of your next turn and can't benefit from being invisible.

If the arrow is retrieved after being used, its magical properties recharge after the arrow has spent at least 1 hour in direct sunlight.

FORECLAIMER SICKLE

Weapon (sickle), very rare (requires attunement)

This sleek magical sickle is powered by a crystal on its pommel. It has the finesse property and the thrown property with a normal range of 20 feet and a long range of 60 feet. When you make a ranged attack using this weapon, the weapon flies back to your hand immediately after the attack.

You can use a bonus action to speak the sickle's command word, causing its blade to become charged with radiant energy, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. While the blade is charged, it deals an extra 2d6 radiant damage to any target it hits. The blade remains charged until you use a bonus action to speak the command word again or until you drop or sheathe the sickle.

Avery Howett

GARB OF GRESH

Wondrous item, very rare (requires attunement)

This gaudy golden cape is the uniform of the dragon Gresh's minions.

While wearing this cape, you have resistance to fire damage, advantage on saving throws against being frightened, and you gain a +2 bonus to AC.

Additionally, each time you take damage from a melee attack made by a creature carrying gold pieces while wearing this cape, that creature loses gold pieces equal to the damage you take. Half as many gold pieces (rounded down) appear in your coin purse. The other half of the gold appears in Gresh's horde. If the creature attacking you has no gold pieces, nothing happens.

Curse. This cape is cursed. Attuning to the cape curses you until you are targeted by the *remove curse* spell or similar magic; removing the cape fails to end the curse. While cursed, you have vulnerability to damage dealt by Gresh's breath weapon and disadvantage on saving throws made to resist Gresh's frightful presence and her Charisma (Intimidation) checks.

Absolute. Fashion. Nightmare.

GOLDENWEB ARMOR

Armor (breastplate), very rare (requires attunement)

This shining armor was crafted by master smiths in Velgari. While wearing this armor, you gain a +2 bonus to AC, and have advantage on saving throws against being charmed or frightened.

Web of Protection. While wearing this armor, as an action you can weave a web of golden light that emanates from you in a 10-foot-radius sphere for 1 minute. When you activate this property, choose any number of creatures you can see other than you to be protected by the web. While these creatures are within your web of light, they gain a +1 bonus to their AC and saving throws and their movement doesn't provoke opportunity attacks. All other creatures within the area have their speed halved. Once you use this property, you can't use it again until the next dawn.

GORTHAN'S KILT

Wondrous item, rare (requires attunement by a barbarian)

While wearing this sturdy metal and leather kilt, you gain a +1 bonus to AC and you are immune to the grappled condition. Who wants to wrestle a barbarian wearing a kilt?

Wearing this kilt does not count as wearing armor when determining Unarmored Defense.

Doesn't mean I won't come wrestle you though!

GOTHI'S MASK

Wondrous item, uncommon (requires attunement by a druid)

This plain wooden mask has two eye-slits carved into it. When you wild shape, you can choose to continue wearing the mask, which becomes an appropriate size and shape to fit the face of whatever creature you transform into.

While you wear this mask, you can still communicate using any languages you speak while transformed by your wild shape feature.

GOTHI'S SPEAR

Weapon (spear), very rare

This spear is fitted with mechanisms to make both a deadly weapon and a useful tool. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Immovable Core. An *immovable rod* is integrated into the shaft of the spear. You can use an action to press a button on the butt-end of the shaft, which causes the spear to become magically fixed in place. Until you or another creature uses an action to push the button again, the spear doesn't move, even if it is defying gravity. The spear can hold up to 8,000 pounds of weight. More weight causes the spear to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed spear up to 10 feet on a success.

Poison Chamber. The spear has a hollow chamber at the base of the blade that you can place poison vials into. You can load a *potion of poison* or similar poison into the chamber as an action. While a poison is loaded into the chamber, as a bonus action, you can cause the blade of the spear to become coated with poison. The poison remains for 1 minute or until an attack using this weapon hits a creature. When you hit a creature with the poison-coated blade, it takes an extra 3d6 poison damage and becomes poisoned for 1 minute. Once you have used this property, you must load another potion into the chamber before you can use it again.

Some people add insult to injury. I, however, prefer to add deadly poison to injury.

Gorthan's Kilt

Gothi's Mask

Avery Howett

HELM OF THSKLMXKLMHTT

Wondrous item (legendary) (requires attunement by a spellcaster)

This helm is part of a once-complete set of sentient armor belonging to an extra-dimensional creature called Thsklmxklmhtt. When worn, the helm can be used as a spellcasting focus.

Warbling Shriek. As a reaction, whenever a creature you can see within 60 feet of you makes a saving throw, you can subtract your proficiency bonus from the result, potentially causing the creature to fail the save. You must use this feature before the GM says whether the roll succeeds or fails. Once you use this property, you can't use it again until the next dawn.

Sentience. The helm is a sentient item of neutral evil alignment, with an Intelligence of 5, a Wisdom of 14, and a Charisma of 18. It has hearing and darkvision out to a range of 60 feet.

The helm can speak Common and Deep Speech and perfectly mimic and repeat anything it has heard. The helm can walk around using its tentacles at a speed of 30 feet. It also has climb and swim speeds of 30 feet.

Personality. The helm contains a small fragment of the sentience Thsklmxklmhtt possessed when it was united with the other pieces of its set. It is driven by an unceasing desire to find a wearer capable of reuniting it with the other lost pieces of the armor of Thsklmxklmhtt. When the helm chooses to communicate, it is very dramatic, though it generally stays silent and motionless, playing the part of a nonliving object until a creature has attuned to it. It allows itself to be worn by anyone, but it only allows a spellcaster it considers worthy of its power to attune to it.

We worked with Zee Bashew on this fun pronunciation challenge! Is it evil? Is it alive? Is it even a helmet?

JULIAN'S ETERNAL TEA CUP

Wondrous item, common

This delicate china teacup and saucer are indestructible and function as a pair. While you hold the teacup, you can lightly tap it against the saucer to cause it to become filled with a hot tea of your choice. You can change the kind of tea within the cup at any time with a thought (no action required). If the teacup and saucer are ever separated, you can hold one of the pair and politely clear your throat to cause the other to instantly teleport into your hand.

Throwing tea in someone's face is easy when the cup refills itself magically.

MARK OF ABRITH

Wondrous item (tattoo), varies (requires attunement)

Produced by a special needle, this magic tattoo appears on your body as a mark of contract with the demon god Abrith.

Tattoo Attunement. To attune to this item, a person who has made a pact with Abrith must hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on your body.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in your space.

Demon Speech. While attuned to the tattoo, you can speak, read, and write Abyssal.

Demonic Sacrifice. Within the confines of Brushwick, or another area with magical ties to Abrith, your tattoo allows you to summon a demon by performing a 1-minute long ritual involving sacrificing a goat. The summoned demon obeys your commands and is friendly to you. The demon remains until it is reduced to 0 hit points or until midnight, at which point it disappears in a gout of flame and returns to its original plane. If your attunement to the tattoo ends, the demon remains until it chooses to return to its original plane and will no longer obey your commands. You can only summon one demon at a time using this tattoo, and once you have summoned a demon, you can't summon another until the following midnight.

The maximum CR of a demon you can summon depends on the rarity of the tattoo.

Rarity	Maximum CR (examples)
Common	CR 1 (**dretch, quasit**)
Uncommon	CR 3 (**cebranith***)
Rare	CR 8 (**vrock, hezrou**)
Very Rare	CR 13 (**glabrezu, nalfeshnee**)
Legendary	CR 19 and above (**balor**)

Julian's Eternal Tea Cup

Avery Howett

Many Mile Boots

Avery Howett

MANY MILE BOOTS

Wondrous item, very rare (requires attunement)

These brown leather boots have a golden sole and leave the symbol of a compass in your footsteps.

While wearing these boots, you and up to 8 other creatures traveling with you can travel for 10 hours at a normal pace without the risk of exhaustion. These boots gain additional properties based on how many miles you have walked in them. These properties function while you wear the boots and are lost if your attunement to the boots ends.

The Meaning of Haste. When you have walked at least 30 miles, your walking speed increases by 5 feet.

Path of Memory. When you have walked at least 60 miles, your speed and the speed of up to 8 other creatures traveling with you is doubled when traveling on a path, road, or route you have traveled before.

The Journey Home. When you have walked at least 300 miles, you can spend 1 hour to magically mark your current location. Once you have marked a location in this way, as an action, you can teleport yourself and up to 8 other willing creatures within 10 feet of you back to the marked location, after which the mark is erased. You can only have one location marked at a time.

These really pretty and useful boots were created by XP to Level 3. Perfect for trekking around the Bellowing Wilds!

MICROPHONE OF DEAD MAGIC

Rod, legendary

This hefty rod has a round tip made of fine wire mesh. It amplifies the volume of any sound made within 2 inches of its tip so that it can be heard out to 300 feet.

Antimagic Karaoke. By singing into the microphone's tip, you can use an action to cast the *antimagic field* spell in a 1-mile-radius sphere centered on you. The microphone is not affected by the antimagic field it generates but can be affected by other antimagic fields or similar effects. To maintain concentration on this spell effect, you must use an action or bonus action to continue singing into the microphone on each of your turns. Once this property has been used, it can't be used again until the next dawn.

Why does this need to be a thing...?

POCKET ZOMBIE

Wondrous item, uncommon

These small, spongy, humanoid effigies come in packages of 3. When you apply 1 pint of water to an effigy, it swells into a Medium-sized **zombie** that will obey your commands to the best of its abilities until it dies or until 1 hour has passed. After 1 hour, the zombie shrivels up and is destroyed.

Pocket Zombie

Alysse Stewart

SIPS' HAIRBRUSH

Wondrous item, uncommon

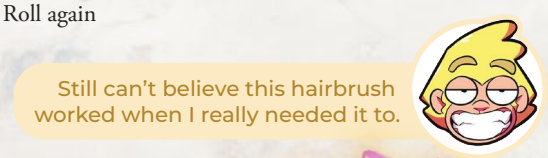
Once per day, when holding this spooky hairbrush, you can use your action to brush the hair of a creature within your reach. The creature must succeed on a DC 14 Charisma saving throw or have its personality altered fundamentally.

On a failed save, the creature's alignment changes, affecting its personality. The GM can roll a d10 on the Alignment Change table or choose the new alignment. The creature gains new personality traits, ideals, and bonds to match its new alignment. These are added to any previous traits, ideals, bonds, and flaws if they do not conflict with them, and they replace the previous ones if they do. This effect lasts until the creature is targeted with a *remove curse* spell or similar magic. If the new alignment matches the creature's current alignment, the item has no effect.

The hairbrush has no effect on creatures without hair or fur.

ALIGNMENT CHANGE

d10	New Alignment
1	Lawful Evil
2	Neutral Evil
3	Chaotic Evil
4	Lawful Neutral
5	True Neutral
6	Chaotic Neutral
7	Chaotic Good
8	Neutral Good
9	Lawful Good
10	Roll again



SPLICER'S AMULET

Wondrous item, legendary (requires attunement by a warlock)

This amulet features an onyx and gold charm fashioned in the shape of a severed pangolin's foot.

While you wear the amulet, you do not age, you can't be aged magically, and you can't die of old age. If the amulet stops working, or your attunement to the amulet ends your body resumes aging as normal. If you aren't attuned to the amulet for more than 24 hours, time begins to rapidly catch up with you, reducing your remaining lifespan by the number of years you were attuned to the amulet. If this reduction exceeds the maximum natural lifespan of your species, you die.

SOUL SUGAR BEER

Potion, uncommon

Served in a grinning mug, *soul sugar beer* tastes of sweet honey with a snap of rock candy and is typically garnished by flicking a gold coin into the mug after pouring.

For one hour after drinking this beverage, you gain 2 temporary hit points at the start of each of your turns and are immune to being frightened. These effects end if you drop to 0 hit points.

Avery Howett

STICKY SCROLL

Scroll, varies

This special spell scroll was scribed using magical ink derived from the secretions of an inkpot frog. The ink carries the frog's stick-to-it-iveness and holds fast to the page rather than disappearing after the first use.

You can cast a spell from a *sticky scroll* as you would with a normal *spell scroll*. However, once you cast a spell from a *sticky scroll*, it can be cast again. Each time you cast the spell from the scroll after the first use, roll a d4. The second time you use the scroll, you must roll a result of 2 or higher, or the scroll crumbles to dust and is destroyed after the spell is cast. The number you must roll on the d4 increases by 1 each time you use the scroll, requiring a 3 or higher on the third use and a 4 on the fourth use to prevent the scroll from being destroyed. If you use the scroll for a fifth time, it automatically crumbles and is destroyed after the spell is cast.

The rarity of a sticky scroll depends on the level of the spell inscribed upon it. Creating a *sticky scroll* takes twice as long and costs twice as much as creating a normal *spell scroll*.

Spell Level	Rarity
Cantrip	Uncommon
1st	Uncommon
2nd	Rare
3rd	Rare
4th	Very Rare
5th	Very Rare
6th	Legendary
7th	Legendary
8th	Legendary
9th	Legendary

TAR MAW BLADE

Weapon (greatsword), very rare (requires attunement)

This greatsword was crafted from the spine and jaw of a tar maw and is imbued with the creature's goopy essence. You gain a +1 bonus on attack and damage rolls made using this magic weapon.

While you wield this sword, its blade oozes a thick, sticky tar. When you hit a creature with the sword, the target's speed halved until the end of its next turn.

Ignited Blade. You can use a bonus action to speak the blade's command word, causing the tar to ignite and burn with eerie blue flames that shed dim light in a 10-foot radius. While ignited in this way, the blade deals an extra 1d10 fire damage on a hit, and a creature hit by the ignited blade must succeed on a DC 16 Dexterity saving throw at the end of its next turn or take an additional 1d10 fire damage as the flaming tar sticks to it. A target can automatically succeed on this saving throw by using its action to drop prone and roll on the ground, putting out the flames. The blade remains ignited for 1 minute or until you drop or sheath the sword. Once you have used this property, you can't use it again until the following dawn.

How could you **NOT** look at a **tar maw*** and say, "That's sword material right there!"?

Sticky Scroll

Tar Maw Blade

Avery Howett

ULTRA HOLY WATER

Potion, very rare

This flask contains 1d4 + 1 doses of highly potent holy water that shines faintly with a calming blue glow.

Spray. As an action, you can spray any number of doses of holy water onto a creature within 20 feet of you. Make a ranged attack against the target, treating the holy water as an improvised weapon. If the attack hits a fiend or undead, it takes 2d10 radiant damage for each dose spent.

Spritz. You can spend 10 minutes spritzing two doses of holy water on a point to create the effect of a *hallow* spell (save DC 16) centered on that point. You choose the effect you bind to the hallowed area.

VICIOUS GREETING CARD

Wondrous item, rare

This folded paper greeting card has a cheerful, colorful design on its front and back. The greeting card is a sentient magic item with 1 hit point, 20 AC, and immunity to damage from spells. It has a fly speed of 40 feet (hover).

Curse. This card is cursed. Opening this card curses you until you are targeted by a *remove curse* spell or similar magic. While you are cursed, the card follows you around and does whatever it can to annoy you, including acting immediately before your turn to attack you with the *vicious mockery* spell (spell save DC 15) during combat. It speaks with the voice of the person who sent you the card. If you destroy the greeting card or move more than one mile from it, it reappears in an unoccupied space adjacent to you after 1d4 + 1 hours.

Sentience. The card is lawful evil and has an Intelligence of 10, a Wisdom of 8, and a Charisma of 18. It has hearing and darkvision out to a range of 120 feet. The card can speak and understand Abyssal, Common, Infernal, and one other language chosen by the GM.

Personality. Each greeting card has its own uniquely unpleasant personality, but all enjoy heckling their victims.

I don't even remember how many of these I've sent to people...

WATCHKEEPER'S CANDLE

Wondrous item, uncommon

This candle resembles a tiny wax knight firmly seated on a candle holder.

When you light the candle, you can use your action to speak the item's command word, causing the candle to come to life and grow into a Medium sized wax soldier that uses the statistics of **animated armor**. You can use your action to speak the command word again, returning the soldier to its candle form. If the soldier drops to 0 hit points, the candle is destroyed.

The soldier is friendly to you and obeys your instructions. While the soldier is active, it sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Creatures within 10 feet of the soldier can't be surprised even if they are sleeping naturally.

The soldier can be summoned for a total of 8 hours, spent in 1-hour increments. Once all 8 hours have been used up, the candle is destroyed.

This nifty little buddy comes to us from Runesmith. I wonder if these come in different scents?

XANU SHARD

Wondrous item, artifact (requires attunement)

This shard of crystal contains a fragment of the god Xanu's shattered essence.

Attunement. Consuming or embedding the shard in your body automatically attunes you to it. If this would cause you to go above the number of items you can attune to, you must choose to end attunement to one of your currently attuned items. Alternatively, you can attune to the shard as with a normal magic item.

You can only end your attunement to this item if Xanu allows you to.

Turn Automaton. The shard has 3 charges. You can use your action to expend 1 of the charges to attempt to turn constructs that are powered by soul gems. Each construct that can see or hear you within 30 feet of you must make a DC 14 Wisdom saving throw. If the construct fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

The shard regains 1d3 charges each day at dawn.

Soul Magic. Through Xanu's power, you have access to the divine arcana of soul magic. You gain the ability to cast the following spells, based on your character level:

Character Level	Soul Magic Spell	Spell Level
1	*sense souls**	1
5	*soul bump**	3
10	*soulbound oath**	5
15	*purge soul**	9

You can cast each of these spells once per day without using a spell slot, using Constitution as your spellcasting ability if you do not have the ability to cast spells. If you have the spellcasting trait, you can use your spellcasting ability in place of Constitution, and each soul magic spell is added to the spells you know and counts as a spell of your spellcasting class. If you prepare spells, you always have the soul magic spells prepared, and they don't count against the number of spells you can prepare each day.

If Xanu is hostile towards you, each time you cast a soul magic spell, it has a 25% chance of going wild. If your spell goes wild, roll on the **Chaos Surges** table to determine the effect.

Sentience. Xanu's alignment is lawful neutral. He has an Intelligence of 25, a Wisdom of 20, and a Charisma of 26. He has hearing and truesight out to a range of 120 feet of each of his shards. Xanu can speak, read, and understand all languages and can communicate telepathically with a creature attuned to the shard. Xanu can also choose to project an illusory image of himself to accompany his voice. Xanu appears as a foreclaimer with dark gray skin covered in glowing white lines. He may or may not be wearing cargo pants. Xanu is present in all of his shards and is aware of them all simultaneously.

Top tip from me to you, double check that you haven't already got one of these shards INSIDE YOU WITHOUT YOUR **GODS DAMNED** KNOWLEDGE!

Xanu Shard

Avery Howett

Spencer Owen

APPENDIX D: ADVANCED ALCHEMY

The lush jungles of the Bellowing Wilds are teeming with extraordinary plants and monsters. Cunning alchemists are still discovering new ways to combine these rare ingredients into new magical brews. Take care; while experimenting with these ingredients can allow you to create powerful potions, superior salves, and potent powders, you can brew up a lot of trouble for yourself if you're not careful.

USING ADVANCED ALCHEMY

Anyone can attempt to create an alchemical brew using Advanced Alchemy as long as they have access to the correct equipment, at least one alchemical ingredient, and a proper medium. However, being familiar with alchemy makes your chance of success higher. If you have proficiency with alchemist's supplies, you can add your proficiency bonus to any rolls you make while brewing using this system.

To start brewing using Advanced Alchemy, you will need the following:

- A set of alchemist's supplies
- One medium
- At least one big measure of an alchemical ingredient
- 1 hour of uninterrupted time per ingredient added. Brewing counts as light activity during a long rest.

Safety equipment isn't a bad idea, either. That's why I wear a mask. Well, one reason...

Avery Howett

MEDIUMS

A medium is the base substance that determines what form your alchemical brew takes and how it can be used. Mediums can be harvested or purchased from merchants.

You can only use one medium per brew; adding more than one causes the alchemy process to fail. Some ingredients create brews with different effects depending on the medium used to make them.

Medium	Description	Brew Form *(Item Type)*	Method	Cost	Weight
Crystal Dust	A fine powder made from crushed crystals sold in a small velvet pouch.	Powder *(wondrous item)*	Inhaled	100 gp	1 lb.
Jungle Sheep Lanolin	A thick green wax derived from the toxic wool of jungle sheep.	Salve *(wondrous item)*	Contact	150 gp	2 lbs.
Tar Maw Grease	A slick oil refined from the secretions of a tar maw.	Oil *(potion)*	Injury	200 gp	1 lb.
Thistlewolf Sap	A watery sap harvested from the digestive juices of a thistlewolf.	Liquid *(potion)*	Ingested	20 gp	1 lb.
Soul Sugar	Orange sugar crystals, derived from soul sugar beets.	Candy *(wondrous item)*	Ingested	30 gp	–

DELIVERY METHODS

Contact. Contact brews can be smeared on an object and remain potent until touched or washed off. A creature that touches a contact brew with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested brew to suffer its effects. The dose can be delivered in food or a liquid or consumed by itself.

Inhaled. These brews are powders that take effect when inhaled. Blowing the powder subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled brews, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury brews can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remain potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the brew is exposed to its effects.

I'm a big fan of injury, personally. They go great with my spear.

INGREDIENTS

The ingredients you choose and how much of each you decide to add determine the magical properties of your brew. While many ingredients can be purchased at shops, the rarest must be harvested in the wild. Alchemy ingredients primarily come from two sources: plants and monsters.

HARVESTING INGREDIENTS FROM MONSTERS

You can harvest an ingredient from a monster by spending 1 minute to make a Wisdom (Survival) check. Harvesting ingredients from monsters takes at least 10 minutes.

The DC of the check = **8 + the ingredient's major volatility modifier + half the monster's CR rounded down**

On a success, you harvest one big measure of the ingredient. On a failure, you destroy the ingredient you were attempting to harvest.

HARVESTING INGREDIENTS FROM PLANTS

You can harvest an ingredient from a plant with a successful Wisdom (Survival) or Intelligence (Nature) check. Harvesting ingredients from plants takes at least 1 minute.

The DC of the check = **10 + the ingredient's major volatility modifier**

On a success, you harvest one big measure of the ingredient. On a failure, you destroy the ingredient you were attempting to harvest.

MEASURES AND EFFECTS

How much of an ingredient you add affects how it behaves. You must add a big measure of at least one ingredient to a medium to create a brew.

Big or Small. One big measure of an ingredient is equal to three small measures, and adding three small measures counts as one big measure.

What counts as a big or small measure is different for each ingredient. For example, an enormous eye from a powerful demon counts as a big measure of the demon's eye ingredient, while for frost daisy petals, a small handful is enough.

Volatility Modifiers. Each measure of an ingredient has a volatility modifier. These numbers represent how reactive an ingredient is and are used in calculating the Brewing DC.

Big Measure: Major Effects. If you add a big measure of an ingredient, the resulting brew will gain the ingredient's major effect. When you add a big measure of an ingredient to a brew, you add the ingredient's major volatility modifier to the Brewing DC. A brew can have any number of major effects.

Small Measure: Minor Effects. If you add a small measure of an ingredient, your brew will gain the ingredient's minor effect. Whenever you add a small measure of an ingredient to a brew, you add the ingredient's minor volatility modifier to the Brewing DC. A brew can have any number of minor effects.

If you add a small measure of an ingredient to a mix that also includes a big measure of the same ingredient, add both the ingredient's major and minor volatility modifiers to the Brewing DC. If successful, the resulting brew has both the ingredient's major and minor effects.

Effect Stacking. If any effects counteract or interact with each other, the GM decides the outcome.

BREWING

To make an alchemical brew, roll an Intelligence (Alchemist's Supplies) check against the brewing DC to determine whether or not you succeeded. If you are proficient in alchemist's supplies, you can choose to use Wisdom as the ability for this check instead of Intelligence in addition to adding your proficiency bonus to the roll.

The brewing DC = **10 + major volatility modifiers + any minor volatility modifiers**

On a success, you create a brew of the item type determined by the medium, which has the major effects and any additional minor effects of its ingredients. On a failure, you don't create the desired brew. If your result fails by 5 or more, roll on the **Alchemy Failures** table to determine what happens.

Whether you succeed or fail, the medium and ingredients used to create your brew are consumed.

ALCHEMY FAILURES

d8	Result
1	Your brew comes alive as a **potion blooper*** that is hostile to you.
2	Your brew explodes. Make a DC 14 Dexterity saving throw. You take 4d4 force damage on a failure, or half as much on a success.
3-7	Your brew has no effect.
8	Your brew becomes infused with chaos. When using it, roll on the **Spell Variation Chaos Surges** table to determine its effect, treating the intended effect of the brew as the intended effect of a spell as needed.

VARIANT RULE: DC INCREASES

When an ingredient creates a DC for its major effect, you can increase this DC if your Achemist's Supplies check is particularly successful. If your result exceeds the brewing DC by 5 or more, all of the resulting brew's DCs are increased by 2 and by an additional 2 for every 5 beyond that.

For example, if you were brewing a potion with just a big measure of ectoplasm, the brewing DC would be 13. Normally, a successful brewing check creates a brew that requires a DC 15 Wisdom saving throw. When using this variant rule, if your brewing check result was 18 or higher, then the resulting brew's DC for its Wisdom saving throw becomes 17, and if your result was 23 or higher, the brew's Wisdom saving throw DC becomes 19, and so on.

EXAMPLE BREW

Gothi wants to experiment with some exciting ingredients she found in the jungle to make a fun new poison. She wants to be able to apply this poison to her spear, so she chooses tar maw grease for the medium.

Gothi throws in a big measure of widow's thorns (major volatility modifier 3) for that good, good poisony goodness. Just one poison isn't exciting enough for Gothi, so she drops in a big measure of slayer slug (major volatility modifier 5) too. Gothi doesn't have enough devil's blood seeds for a whole big measure, but she has a few, so she pops a small measure of them (minor volatility modifier 1) into the brew just to see what happens.

The brewing DC for Gothi's mixture equals **10 + 3 + 5 + 1 = 19**

Gothi has proficiency with alchemist's supplies, so she chooses to use Wisdom to make her check and adds her Wisdom modifier and her proficiency bonus to her roll. The result of her check is a 21, which beats the brewing DC, so her brew is successful!

Gothi now has an oily potion that will produce the following effects if applied to a weapon and used to deal slashing or piercing damage to a creature: the target will take 2d10 poison damage and must make a DC 13 Constitution saving throw. On a failure, the target is poisoned for 1 minute, and its movement speed is reduced by half while it remains poisoned in this way. Additionally, it takes 2d8 acid damage and takes an additional 2d8 acid damage at the start of its next turn. Each time the target takes this acid damage, it must make a DC 13 Constitution saving throw or drop what it's holding. The target also gives off the scent of sulfur for 1d4 hours.

If a poison this nasty doesn't kill your target, at least they'll certainly think twice about messing with you again.

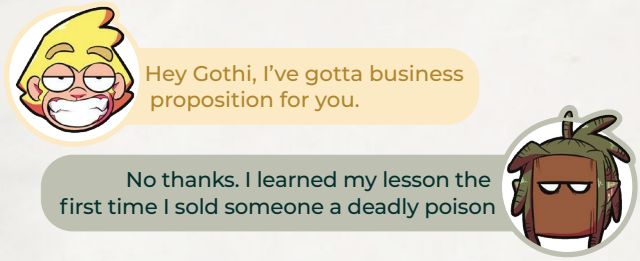
Avery Howett

Bung Lily Root

BUYING AND SELLING ALCHEMICAL BREWS

Buying Brews. The value of an alchemical brew is determined based on the ingredients used to make it. The price in gp is equal to twice the ingredients costs + medium cost.

Selling Brews. When characters sell their own brews, they can sell them for half this value to interested merchants. They may be able to get more for their brews depending on how persuasive they are, the rarity of the ingredients, and how eager the merchant is.



DESIGNING YOUR OWN INGREDIENTS

If you want to create your own alchemical ingredients and use them in Advanced Alchemy, follow these steps:

- Decide whether the ingredient comes from a plant, a monster, or another source, such as a mineral.
- Choose its major effect and determine its major volatility modifier. Most major effects have effects equivalent to spells, and the major volatility modifier is equal to the equivalent spell's level. For example, if you create an ingredient that had a major effect similar to the *fire shield* spell, its major volatility modifier would be 4 as *fire shield* is a 4th level spell. Adjust this number up to account for any lack of concentration or expensive material components or a longer duration. For major effects that aren't equivalent to spells, estimate the major volatility modifier based on how powerful, long-lasting, and encounter disrupting the effect is.
- Decide if the ingredient interacts differently with any of the mediums.
- Choose the minor effect and minor volatility modifier. Minor effects typically change something about the brew to make it more or less useful in various situations. Set the minor volatility modifier based on how useful the effect is; 1 for generally unhelpful or neutral effects, 2 for effects that make it easier for characters to use the brew, and 3 and above for effects that significantly improve the brew.
- Set the price in gp for the big measure and small measure. The small measure cost should be no less than one-third of the big measure.

INGREDIENT DESCRIPTIONS

BABY-GIANT BEANS

This peculiar plant has stumped researchers for ages due to its awkward proportions. It either grows a tiny stalk with huge beans or a massive stalk with tiny beans. Regardless of size, baby-giant bean plants typically grow in sunny clearings.

MAJOR EFFECT

Description	A creature exposed to the brew experiences either the enlarge or reduce effect of the *enlarge/reduce* spell. If you add one big measure of beans, it has a 50 percent chance of producing either effect. If you add two or more big measures, you can choose the effect.
Big Measure Cost	150 gp
Volatility Modifier	2

MINOR EFFECT

Description	Each major effect of the brew that lasts 1 minute or more has a 50 percent chance of having double or half the typical duration.
Small Measure Cost	55 gp
Volatility Modifier	1

BUNG LILY ROOT

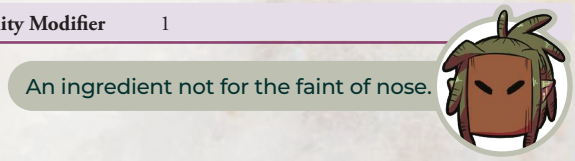
This water lily is commonly found in lakes and ponds. The best way to harvest these roots is to dive to the bottom and cut them out with a sharp knife. Once out of the water, the root smells of rotten meat. Stinking bung lilies are often used by kids for pranks.

MAJOR EFFECT

Description	***Ingested or Inhaled.*** A creature exposed to the brew must make a DC 13 Constitution saving throw, taking 1d6 poison damage on a failure or half as much damage on a success. On a failure, the target is also poisoned for 1d4 hours. ***Contact or Injury.*** The base poison damage is increased to 1d8, and the target is poisoned for 1d8 hours if it fails its saving thow.
Big Measure Cost	30 gp
Volatility Modifier	3

MINOR EFFECT

Description	The brew stinks of rotting meat and tastes of carrion.
Small Measure Cost	15 gp
Volatility Modifier	1



DEMON'S EYE

Harvested from a powerful demon, a demon's eye still thrums with the power of the fiend it came from. To activate its power, the eye must be boiled and ground before adding it to the brew. Only eyes from demons of CR 5 or higher are potent enough to be used in alchemy.

MAJOR EFFECT

Description	A creature exposed to the brew must make a DC 18 Constitution saving throw. On a failure, the target is paralyzed for 1d4 rounds, and its movement speed is reduced by half for 1 minute after this paralysis ends. On a success, the target's movement speed is halved for 1 minute.
Big Measure Cost	3,000 gp
Volatility Modifier	6

MINOR EFFECT

Description	The brew sheds dim light in a 5-foot radius, and all damage dealt by the brew becomes fire damage.
Small Measure Cost	1,050 gp
Volatility Modifier	1

DIRE TARRASQUE EYE

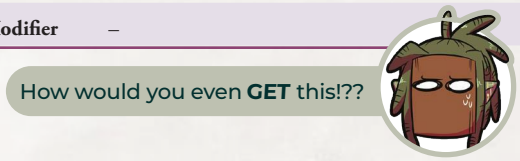
Dire tarrasque* parts are difficult to come by and even harder to study. However, the tarrasque's eye is known to wield potent alchemical properties. It acts as a powerful additional catalyst, guaranteeing the success of the concoctions it is added to and expanding the amount of power the potion may wield. The dire tarrasque eye is considered by most to be the world's most powerful alchemical ingredient.

MAJOR EFFECT

Description	Any brew made with a dire tarrasque eye and up to 4 other ingredients automatically succeeds. The eye doesn't count toward the number of ingredients in the brew.
Big Measure Cost	Priceless
Volatility Modifier	–

MINOR EFFECT

Description	–
Small Measure Cost	–
Volatility Modifier	–



DEVIL'S BLOOD SEEDS

The devil's blood flower grows near the sulfur deposits of volcanoes. It drips a sticky red sap resembling blood, hence its charming name. The sap and flowers are worthless, but the tiny yellow seeds that the plant produces are a valuable alchemical ingredient. They are worth more than their weight in gold.

MAJOR EFFECT

Description	A creature exposed to the brew is unable to speak a lie as if it is under the effects of the *zone of truth* spell for 10 minutes.
Big Measure Cost	200 gp
Volatility Modifier	2

MINOR EFFECT

Description	A creature exposed to the brew gives off the scent of sulfur for 1d4 hours.
Small Measure Cost	70 gp
Volatility Modifier	1

ECTOPLASM

Ectoplasm is the residue left by **ghosts**. It's an odorless, silver-blue gel. Ectoplasm's effects on the mind can be devastating, and many markets have banned its sale.

MAJOR EFFECT

Description	A creature exposed to the brew must succeed on a DC 15 Wisdom saving throw or become frightened for 1d4 minutes. The target's speed is reduced to 5 feet per round while it remains frightened in this way.
Big Measure Cost	750 gp
Volatility Modifier	3

MINOR EFFECT

Description	The brew becomes mirror-like. For each Major Effect of the brew that has an instantaneous effect, there is a 10 percent chance that this effect will occur a second time at the start of the target's next turn. This chance increases to 20 percent if two small measures are used.
Small Measure Cost	250 gp
Volatility Modifier	3

ETHER OF ACIN

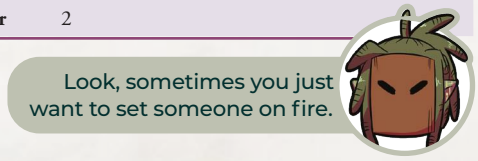
The acin plant is only found in hot and humid swamps, growing barely above the marsh's surface. It is entirely harmless in its natural state, but once distilled into an ether, it becomes an extraordinarily flammable alchemical component.

MAJOR EFFECT

Description	***Contact or Injury.*** A creature exposed to the brew is set on fire, taking 1d8 fire damage at the start of each of its turns for 1 minute. A creature can end this effect by using its action to make a DC 12 Dexterity check to extinguish the flames. ***Inhaled.*** A creature exposed to the brew must make a DC 16 Constitution saving throw, taking 2d8 fire damage on a failure and half as much damage on a success. On a failure, a creature cannot speak or cast spells with verbal components for 1 minute. ***Ingested.*** A creature exposed to the brew takes 1d12 fire damage.
Big Measure Cost	300 gp
Volatility Modifier	3

MINOR EFFECT

Description	The brew becomes colorless, odorless, tasteless, and scentless, neutralizing any such effects from other ingredients.
Small Measure Cost	110 gp
Volatility Modifier	2



Avery Howett

FROST DAISY PETALS

These flowers absorb heat in icy mountain regions where they grow. Due to their cooling effect, they are often used in tiny doses to relieve fevers. Despite their delicate snowflake-like petals, the flowers are quite hardy and easy to grow, even in warmer climates. They are popular with gardeners across the Bellowing Wilds, particularly in the icy town of Breckart.

MAJOR EFFECT

Description	***Contact, Ingested, or Inhaled.*** A creature exposed to the brew gains 2d4 + 2 temporary hit points and has resistance to cold damage for as long as it has any of these temporary hit points. ***Injury.*** A creature exposed to the brew takes 1d6 cold damage.
Big Measure Cost	30 gp
Volatility Modifier	2

MINOR EFFECT

Description	Any damage dealt by the brew becomes cold damage.
Small Measure Cost	15 gp
Volatility Modifier	2

GODDESS TEARS

Devout followers of the goddess Generisa claim her tears gave birth to this beautiful flower that has tear-shaped flower buds. It blooms all year long, even through thick snow. The unopened buds are the most potent.

MAJOR EFFECT

Description	***Contact.*** A creature exposed to the brew regains 1d8 + 2 hit points, plus an additional 2 hit points for each big measure of goddess tears added to the brew. ***Ingested or Inhaled.*** A creature exposed to the brew regains 1d8 + 2 hit points. ***Injury.*** A creature exposed to the brew takes no damage from the attack, and instead regains 1d8 hit points plus a number of hit points equal to the attack's damage roll.
Big Measure Cost	70 gp
Volatility Modifier	2

MINOR EFFECT

Description	Beasts are attracted to the scent of the brew.
Small Measure Cost	25 gp
Volatility Modifier	1

HEVENSIS SAP

Hevensis trees can be found in small clusters throughout the jungle and are easily recognized by their broad, flat leaves and bright orange sap.

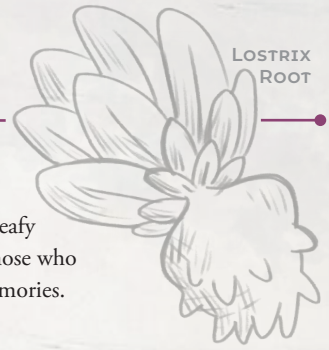
MAJOR EFFECT

Description	***Contact, Ingested, or Inhaled.*** A creature exposed to this brew gains resistance to slashing and piercing damage for 1d4 minutes. ***Injury.*** A creature exposed to this brew must make a DC 15 Constitution saving throw. On a failure, it loses its resistance to magical and nonmagical slashing or piercing damage until the end of its next turn. An affected target can repeat this saving throw at the end of each of its turns, ending the effect on a success.
Big Measure Cost	10 gp
Volatility Modifier	2

MINOR EFFECT

Description	The brew thickens, causing brews made with crystal dust to automatically fail. In brews made using jungle sheep lanolin, the sap causes one major effect of your choice with a variable duration to last for the maximum time.
Small Measure Cost	5 gp
Volatility Modifier	2

LOSTRIX ROOT



The lostrix plant is hard to find as it grows amongst the roots of larger plants and trees. This tiny, leafy shrub packs a potent punch for those who consume it, as it can scramble memories.

MAJOR EFFECT

Description	***Contact, Inhaled, or Injury.*** No effect. ***Ingested.*** A creature exposed to the brew must make a DC 17 Wisdom saving throw. On a failure, a target loses an hour of its memory, starting from the present. For 1 minute, a target must repeat its saving throw at the start of each of its turns, losing an additional hour of memory for each failure. Memories lost in this way can be regained if the target is affected by the *greater restoration* spell.
Big Measure Cost	1,000 gp
Volatility Modifier	5

MINOR EFFECT

Description	There is a 20 percent chance that the target can't recall being exposed to the brew.
Small Measure Cost	350 gp
Volatility Modifier	2

HOJANO SPORES

Hojano mushrooms grow in the shade of poison ivy plants, and their spores are notoriously difficult to harvest. The spores must be extracted just before the mushroom releases them. Hojano mushrooms are edible and are considered to be a delicacy.

MAJOR EFFECT

Description	***Contact, Inhaled, or Injury.*** The target must succeed on a DC 14 Constitution saving throw or be blinded for 1 minute. ***Ingested.*** A creature exposed to the brew has darkvision out to 60 feet for 1 hour. The target can see through both normal and magical darkness within the range of this darkvision.
Big Measure Cost	300 gp
Volatility Modifier	3

MINOR EFFECT

Description	The brew becomes unnaturally difficult to find, slipping out of sight if it is unobserved for even a moment. Before using it, a creature must succeed on a DC 14 Wisdom (Perception) check to locate the brew.
Small Measure Cost	110 gp
Volatility Modifier	2

MOOSH MOSS

Moosh moss grows in patches on shady rocks. This helpful plant actively purifies the air around it while its roots clear the soil of toxins and diseases. It smells refreshing and is soft to the touch. The filthier the place moosh moss grows, the more potent it is.

MAJOR EFFECT

Description	***Contact, Ingested, or Inhaled.*** If a creature exposed to the brew is poisoned, the poison is neutralized. If more than one poison afflicts the target, one poison is neutralized at random. The target gains resistance to poison damage and has advantage on saving throws made against the effects of poison and the poisoned condition for 1 hour. ***Injury.*** No effect.
Big Measure Cost	300 gp
Volatility Modifier	2

MINOR EFFECT

Description	The brew has a delayed effect. Any major effects occur 1 hour after a target is exposed to the brew rather than immediately.
Small Measure Cost	100 gp
Volatility Modifier	1

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MOSS WYVERN TOXIN

The **moss wyvern*** carries one of the most toxic components when in the hands of a skilled alchemist. A moss wyvern only has enough toxin to produce one dose of this poison and must be slain to obtain it. This poison can stop the heart of even the strongest creatures.

MAJOR EFFECT

Description	***Contact, Ingested, or Injury.*** A creature exposed to the brew is poisoned for 1 minute and must succeed on a DC 17 Constitution saving throw or suffer a level of exhaustion. While it remains poisoned, the target must repeat this saving throw at the end of each of its turns, taking another level of exhaustion on each failure. ***Inhaled.*** No effect.
Big Measure Cost	3,500 gp
Volatility Modifier	7

MINOR EFFECT

Description	A creature exposed to the brew is cured of one level of exhaustion.
Small Measure Cost	1,500 gp
Volatility Modifier	4

PIETY CAP

This fungus grows on the floor of dark caves and drips with sticky black sap. There are two stories about the origin of its name. First, when a humanoid steps on a piety cap, their feet stick to the floor, and they fall forward on their knees, stuck in a prayer-like position. The second story claims that a person stuck like this can only pray that someone will find and free them.

MAJOR EFFECT

Description	***Contact.*** The brew becomes a sticky glue. When a creature touches an object or surface smeared with the glue, it becomes stuck to it and can only become unstuck by spending its action to make a DC 15 Strength check, freeing itself on a success. This effect lasts for 1d12 hours or until the glue is dissolved with *universal solvent*. ***Ingested or Injury.*** A creature exposed to this brew exudes sticky ichor from its feet for 10 minutes and must succeed on a DC 13 Strength (Athletics) check at the start of each of its turns, or its speed becomes 0 until the end of its turn. ***Inhaled.*** No effect.
Big Measure Cost	250 gp
Volatility Modifier	4

MINOR EFFECT

Description	The brew becomes viscous. Any Strength or Dexterity saving throws required by the brew have their DCs increased by 1. Brews made with crystal dust or soul sugar automatically fail.
Small Measure Cost	85 gp
Volatility Modifier	2

QUEEN'S ICHOR

The blood consumed by a **sanguine queen*** is transformed inside her body, becoming a thick black ooze with powerful properties. Harvesting it can be messy as these massive bleeder monarchs have a tendency to explode.

MAJOR EFFECT

Description	A creature exposed to the brew gains one effect of the *enhance ability* spell for one hour. The effect is determined at random. If you add two big measures of queen's ichor, you can choose the effect.
Big Measure Cost	350 gp
Volatility Modifier	3

MINOR EFFECT

Description	A humanoid creature exposed to the brew becomes visibly sickened, and has disadvantage on ability checks until the end of its next turn.
Small Measure Cost	120 gp
Volatility Modifier	2

SHADOW'S THORNS

This hardy plant grows in shady forest thickets. Unlike most other plants, it doesn't require natural light, making it a popular choice for underground gardeners. It is recognizable by its tough stem and tiny, black thorns. However, harvesting shadow's thorns is tricky as the plant seems to move whenever you aren't looking at it. Even after harvesting it, alchemists often find that they misplace shadow's thorns.

MAJOR EFFECT

Description	***Contact or Ingested.*** A creature exposed to the brew becomes difficult to see. The target gains the effects of the *blur* spell for 1 minute and has advantage on Dexterity (Stealth) checks to avoid being seen for the effect's duration. ***Inhaled or Injury.*** No effect.
Big Measure Cost	250 gp
Volatility Modifier	2

MINOR EFFECT

Description	Creatures make Wisdom (Perception) checks to detect the brew in food or drink with disadvantage if they are in dim light or darkness.
Small Measure Cost	85 gp
Volatility Modifier	1

Shadow's thorns are hard to keep in stock. I'd swear I had some just a minute ago.

SKY LICHEN

This scintillating lichen can only be found in caves far above sea level, usually high in the mountains. It grows on the ceilings of dark caverns, gently illuminating the area with a soft purple glow.

MAJOR EFFECT

Description	***Contact or Injury.*** For 1 minute, a creature exposed to the brew must make a DC 13 Constitution saving throw at the end of each of its turns. On a failure, it rises 10 feet into the air. When a creature succeeds on its saving throw, this effect ends, and the target begins to fall if it is in the air. ***Ingested or Inhaled.*** A creature exposed to the brew is under the effect of the *levitate* spell for 1 minute as if it had cast it on itself.
Big Measure Cost	30 gp
Volatility Modifier	2

MINOR EFFECT

Description	When exposed to air, the brew glows with bright purple light in a 5-foot radius. The brew evaporates and is consumed after 2d4 hours of exposure.
Small Measure Cost	15 gp
Volatility Modifier	1

Slayer Slug or maybe Slumber Slug...? Uh-oh...

SLAYER SLUG

The bright green-blue slayer slugs are not to be messed with. They are docile creatures, but to ward off predators, they have evolved a toxic slime that causes painful cramps. Unfortunately, it is sometimes confused with the similar blue-green slumber slug.

MAJOR EFFECT

Description	***Contact or Inhaled.*** No effect. ***Ingested or Injury.*** A creature exposed to the brew takes 2d8 acid damage and takes an additional 2d8 acid damage at the start of its next turn. Each time the target takes acid damage from this brew, it must make a DC 13 Constitution saving throw or drop what it's holding and become poisoned until the start of its next turn.
Big Measure Cost	500 gp
Volatility Modifier	5

MINOR EFFECT

Description	Any damage dealt by the brew becomes acid damage.
Small Measure Cost	170 gp
Volatility Modifier	4

I know a rhyme to help remember the difference between these slugs. If the slime is green-blue, the pain will be true. If the slime is blue-green, the pain will be mean. No... wait... that's not right. How did it go again?

SLUMBER SLUG

As gross as they may appear to some, the bright blue-green slumber slugs are some of the most relaxed critters in the jungle. They can be tough to hunt down as they prefer to crawl underneath rocks to nap for most of their lifetime. Not to be confused with the green-blue slayer slug!

MAJOR EFFECT

Description	***Contact, Inhaled, or Ingested.*** Creatures exposed to the brew magically fall unconscious as though under the effects of the *sleep* spell for 1d6 rounds. ***Injury.*** No effect.
Big Measure Cost	500 gp
Volatility Modifier	2

MINOR EFFECT

Description	The brew smells faintly of lavender and helps creatures rest. A creature exposed to the brew over the course of a short rest gains 1d10 temporary hit points if it spends at least one of its hit dice.
Small Measure Cost	170 gp
Volatility Modifier	1

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SOULETTUCE

Soulettuce only grows in the Bellowing Wilds, flourishing in the jungle humidity. Soulettuce grows in areas where many people have died, as it feeds on small portions of the souls of the dead. Soulettuce is safe to eat raw and only unleashes its deadly effects when boiled.

MAJOR EFFECT

Description	A creature exposed to the brew must succeed on a DC 18 Constitution saving throw, taking 18d6 necrotic damage on a failure or half as much damage on a success. A humanoid creature killed by this brew immediately rises as a **zombie** under the GM's control.
Big Measure Cost	4,000 gp
Volatility Modifier	7

MINOR EFFECT

Description	A creature exposed to the brew becomes a deterrent to undead. Undead of CR 4 or lower that can see the target are frightened of it for 1 minute.
Small Measure Cost	1,340 gp
Volatility Modifier	4

TANKO BEAN

Tanko beans are harvested from small trees growing in remote regions of the jungle. When dried, the beans have a vanilla-cinnamon-like flavor. Popular with both chefs and alchemists alike, tanko beans are often added to baked goods and potions to enhance their flavor.

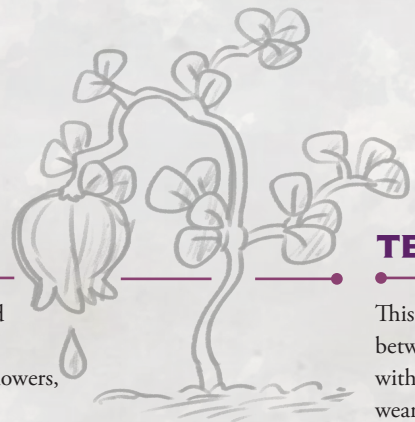
MAJOR EFFECT

Description	A creature exposed to the brew must succeed on a DC 13 Wisdom saving throw or be charmed by the first creature it sees for 1 hour.
Big Measure Cost	90 gp
Volatility Modifier	2

MINOR EFFECT

Description	The brew becomes fragrant and appealing to humanoids.
Small Measure Cost	35 gp
Volatility Modifier	2

Lure them in with that sweet vanilla-cinnamon scent... finish them off with a deadly dosage of poison. Classic.



Springbell's

SPRINGBELL'S DROPS

Springbells are commonly found in temperate places and jungles. Dew collects in its bell-shaped flowers, concentrating its potent toxin.

MAJOR EFFECT

Description	***Contact or Injury.*** A creature exposed to the brew must succeed on a DC 15 Constitution saving throw or become blinded for 1d6 rounds. ***Ingested.*** A creature exposed to the brew must succeed on a DC 15 Constitution saving throw or become incapacitated for 1d4 rounds. ***Inhaled.*** No effect.
Big Measure Cost	200 gp
Volatility Modifier	3

MINOR EFFECT

Description	A creature exposed to the brew has advantage on Wisdom (Perception) checks that rely on sight for 1 hour.
Small Measure Cost	70 gp
Volatility Modifier	1

TEMU TEMU LEAF

This small, thick-leafed shrub can be tricky to find because it grows between large rocks, shaded from the sunlight. The leaves are filled with a tasteless gel that causes intoxicating effects. Many alchemists wear gloves while harvesting it.

MAJOR EFFECT

Description	***Contact or Injury.*** A creature exposed to the brew has disadvantage on Wisdom ability checks and on Constitution and Wisdom saving throws for 1d10 minutes. ***Ingested or Inhaled.*** A creature exposed to the brew gains advantage on saving throws against being frightened for 1 hour but has disadvantage on Charisma saving throws.
Big Measure Cost	300 gp
Volatility Modifier	4

MINOR EFFECT

Description	The brew becomes particularly refreshing. It can be sold for 1d4 x 20 gp more than usual.
Small Measure Cost	110 gp
Volatility Modifier	3

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TERROR GRAPE

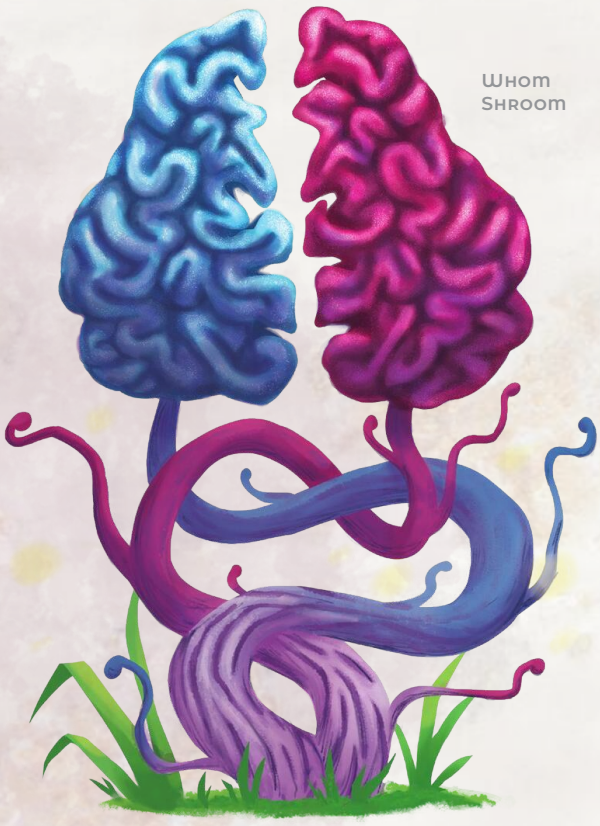
Many unfortunate misunderstandings have been caused throughout history by this tricky grape. It grows in hot areas with a lot of sunlight. Daring winemakers have produced a wine from the terror grape, claiming that the fermentation dulls the otherwise potent effects it carries.

MAJOR EFFECT

Description	***Contact, Ingested, or Inhaled.*** A creature exposed to the brew feels adrenaline course through its veins. The target gains advantage on attack rolls for 1 minute, but attack rolls against the target also have advantage for the effect's duration. ***Injury.*** A creature exposed to the brew must make a DC 14 Wisdom saving throw. On a failure, it becomes frightened of the creature that injured it for 1 minute. An affected target can repeat its saving throw at the end of each of its turns, ending the effect on a success.
Big Measure Cost	30 gp
Volatility Modifier	3

MINOR EFFECT

Description	The brew takes on the same bright red color and consistency as a *potion of healing*. A successful DC 14 Intelligence (Arcana) check is required to reveal that the potion is not a *potion of healing*.
Small Measure Cost	15 gp
Volatility Modifier	1



Whom Shroom

WHOM SHROOM

The rare whom shroom has been part of countless assassination and blackmail plots. It usually only grows in Abrith's Demon Plane or deep caves that connect his realm to the Material Plane. The effects are potent, making one swap bodies with another creature as if the consciousnesses were plucked from each and placed into the other.

MAJOR EFFECT

Description	***Contact, Inhaled, or Injury.*** No effect. ***Ingested.*** A creature exposed to the brew swaps bodies for 8 hours with a creature it touches that has also consumed a brew containing whom shroom. Both creatures must have consumed the brew within 1 hour of the swap. While swapped, each creature retains its own mental statistics, proficiencies, languages, and class features but otherwise takes on the statistics of the other creature. The effect ends if either creature drops to 0 hit points. When the effect ends, both consciousnesses return to their original bodies.
Big Measure Cost	3,000 gp
Volatility Modifier	6

MINOR EFFECT

Description	A creature exposed to the brew gains advantage on Wisdom (Insight) checks for 1 hour.
Small Measure Cost	1,050 gp
Volatility Modifier	1

WIDOW'S THORNS

Stumbling into a bush of widow's thorns causes nasty swellings on unsuspecting creatures. It grows in seemingly random places, often right where it is most inconvenient. Those who wish to harvest the thorns must be careful not to get poisoned themselves.

MAJOR EFFECT

Description	***Contact or Injury.*** A creature exposed to the brew takes 2d10 poison damage and must make a DC 13 Constitution saving throw. On a failure, the target is poisoned for 1 minute, and its movement speed is reduced by half while it remains poisoned in this way. ***Ingested or Inhaled.*** A creature exposed to the brew takes 2d8 poison damage.
Big Measure Cost	50 gp
Volatility Modifier	3

MINOR EFFECT

Description	The brew tastes sour, and a creature exposed to it grows harmless purple pustules all over its body that last for 1d4 days.
Small Measure Cost	20 gp
Volatility Modifier	1

All these lovely ingredients make me want to get out my alchemist's supplies and brew up something nasty.

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APPENDIX E: CHAOS SURGES

Chaos surges are random effects that alter a spell or cause a magical effect to occur when they are triggered. The following chaos surge tables can turn the tide of an entire campaign in an instant.

If you love chaos, then these tables are for you. However, fun should always come first. These random effects keep players and GMs on their toes, but if they result in something that nobody at the table would enjoy or doesn't make sense in the current scenario, discuss and decide among yourselves to reroll or have the GM pick a different result.

When to Use Chaos Surges. These tables are designed for use with the **Concentrated Chaos Sorcerer** subclass, the spell *chaos shield**, and **Chaos Zones**.

Chaos Zones. Whenever a creature casts a spell within a Chaos Zone, the spell is affected by a chaos surge. You can read more about Chaos Zones in **Exploring the Bellowing Wilds**.

Other Uses. Other areas of mixed-up magic, such as the alchemically polluted river of Rascam, can also cause chaos surge effects. In these cases, the creature triggering the effect—for example, by falling into the river—is considered the caster for the purposes of using these tables, even if they didn't cast a spell. Some chaos surge effects also cause additional chaos surges, creating a ripple effect of randomness.

USING CHAOS SURGES

- **Triggering Spell.** The triggering spell is the spell cast that goes wild and causes a chaos surge to occur. Unless otherwise specified, when a chaos surge occurs, the triggering spell fails. When a spell is affected by a surge, the spell slot used to cast the triggering spell is expended even if its effects don't occur unless otherwise noted.
- **Caster.** The caster is the creature who casts the triggering spell or triggers the chaos surge by other means, such as using a magic item in a Chaos Zone or triggering a chaos trap effect.
- **Target.** The target or targets are the creatures or objects the spellcaster was targeting with the spell. For triggering spells with a range of self, the caster and the target are considered the same creature.
- **Victim.** The victim is any creature or object affected by a chaos surge.
- **Duration.** Unless they have a specified duration, chaos surge effects are permanent.
- **Ending Effects.** Unless otherwise specified, area effects can be ended using *dispel magic*, requiring a spellcasting ability check against the spell save DC of the caster that caused the chaos surge. Effects on creatures can be ended using *greater restoration* unless a different specific ending condition is specified.
- **DCs and Attack Rolls.** Unless otherwise specified, if the surge effect requires a saving throw or spell attack roll, it uses the caster's saving throw DC or spell attack modifier. If a creature that doesn't have the spellcasting trait triggers a chaos surge and the surge requires a spell save DC or spell attack modifier, calculate these using the creature's Constitution without adding the creature's proficiency bonus:
  - **Spell save DC** = Constitution modifier + 8
  - **Spell attack bonus** = Constitution modifier
- **Timing.** Chaos surges occur instantly, but the effects are not always obvious at first. GMs can choose to tell the players the effect as it happens or wait until it is relevant.

HOW TO ROLL A CHAOS SURGE

Step 1: Roll on the **Surge Victim** table to determine who or what is affected.

Step 2: Roll on either the **Caster or Target Chaos Surges** table (applying the effect to either the caster or the target of the spell as determined by the Surge Victim table result), **Caster and Target Chaos Surges** table, **Spell Variation Chaos Surges** table, or **Area Chaos Surges** table to determine the effect of the surge.

EXAMPLE CHAOS SURGE

Sips tries to cast *lightning bolt* at three **jungle sheep***, but the spell goes wild. First, he rolls on the **Surge Victim** table and gets a result of 25. This means the three jungle sheep he was targeting with the spell become the victims of the chaos surge. Next, he rolls on the **Caster or Target Chaos Surges** table and gets a result of 48, causing the three jungle sheep to become invisible until they are dunked in water.

SURGE VICTIM

d100	Victim of Surge	Roll on the…
01-20	Caster or creature that triggered the surge.	**Caster or Target Chaos Surges** table
21-40	Target of the triggering spell. If the triggering spell targets multiple creatures, all targets are affected by the chaos surge effect.	**Caster or Target Chaos Surges** table
41-60	Both the caster and target. If the triggering spell had a range of self, reroll.	**Caster and Target Chaos Surges** table
61-80	Spell. If the chaos surge was not triggered by a spell being cast, reroll.	**Spell Variation Chaos Surges** table
81-100	Area.	**Area Chaos Surges** table

CASTER OR TARGET CHAOS SURGES

These chaos surges either affect the caster who triggered the surge or the creature or object that was the target of the triggering spell.

Yes, this does mean that targeting someone's armor with a spell like *heat metal* could end up with that armor turning into a dragon. These are **CHAOS** surges! But if a surge really doesn't make sense for an object, you can either roll again or the GM can pick an option that does work.

d100	Effect
01	Nothing happens.
02	For the next 10 minutes, the victim takes 1d4 psychic damage whenever it casts a spell or makes an attack.
03	The victim's size is halved as though under the reduce effect of the *enlarge/reduce* spell for 24 hours.
04	The victim's size is doubled as though under the enlarge effect of the *enlarge/reduce* spell for 24 hours.
05	The victim shoots 100 feet into the air and hovers there as long as it maintains its concentration as if concentrating on a spell.
06	The victim is teleported 500 feet in a random direction and an illusory duplicate appears in the victim's original location. The duplicate perfectly mimics the victim, but it can't attack or cast spells.
07	A demon of the GM's choice crawls out of a portal and slaps the victim. The victim takes 4d6 bludgeoning damage, and the demon leaves through the portal. The portal closes behind it.
08	The GM randomly determines the type of damage the victim deals with attacks and spells for 1 minute.
09	The victim grows four wings and gains a flying speed of 30 feet.
10	The victim's shoes or boots leap off its feet and walk away to have adventures of their own.
11	A loud, annoying song plays within 500 feet of the victim for 1d4 rounds. All creatures that can hear the song have disadvantage on attack rolls.
12	For the next 24 hours, the victim can communicate with all beasts within 30 feet of it as though under the effects of the *speak with animals* spell.
13	The victim takes on the appearance of random type of humanoid of the GM's choice. Its statistics remain unchanged. This effect lasts for 1d8 days.
14	An illusion of a person who deeply cares about the victim appears before it. The illusion affirms and encourages the victim, who gains advantage on the next attack roll, ability check, or saving throw it makes before the end of its next turn.
15	The victim no longer needs to eat or drink.
16	The victim must use its reaction to make its choice of either a ranged or melee attack against the nearest creature.
17	The victim's speed is halved for 1d4 rounds.
18	The victim hears a cacophony of mockery at the start of its next turn. It has disadvantage on the next attack roll it makes before the end of its turn.
19	The victim's eyes are replaced with gemstones worth 400 gp each. For the next 1d10 rounds, it is blinded. Once the duration of this effect ends, the gemstones drop out of its eyesockets, and its normal eyes grow back.
20	A pretty flower grows on the victim's head. The flower can't be removed. Any attempt to remove the flower deals 1d4 psychic damage to the victim.
21	The victim's ears grow to five times their normal size for 1d10 hours. While its ears are enlarged, the victim has advantage on Wisdom (Perception) checks it makes that rely on hearing and vulnerability to thunder damage.
22	The victim's legs transform to resemble a grasshopper's. Its jumping distance is quadrupled for 2d4 rounds.
23	Using its reaction, the victim vomits a live **gelatinous cube** on its turn for 1d4 rounds. The GM chooses whether the cube is friendly or hostile to the victim.
24	The victim is surrounded by a 5-foot radius sphere of harmless moths that moves with them for the next 1d10 minutes. The area of the moths is lightly obscured.
25	The victim is teleported to a random elemental plane. Roll on the **Random Elemental Planes** table to determine the plane. At the end of its next turn, the victim reappears in the nearest unoccupied space to the space it occupied before it was teleported.
26	The victim turns into an **adult blue dragon** for 1d6 rounds as though under the effects of the *true polymorph* spell.
27	The victim turns into a Small or Tiny beast of the GM's choice for 1d6 rounds, as though under the effects of the *polymorph* spell.
28	An unquenchable thirst strikes the victim for 1 minute. While affected, at the start of each of its turns, it must use its action to drink a liquid, or it takes 1d4 fire damage.
29	The victim grows a pair of venomous fangs that last for 1 hour. These are natural weapons that the victim is proficient with. On a hit, the victim's fangs deal 1d4 piercing damage plus 1d6 poison damage.
30	Time stops for everyone except the victim for 1d4 rounds. The victim can act as normal during these rounds.
31	The victim's mouth fuses shut for 1d6 rounds. For the duration, it can't speak out loud or cast spells with verbal components.
32	The victim's dominant hand pops off and scurries away, preventing the victim from wielding two-handed weapons. The hand can be restored if caught and held back in place for 1 minute or with *greater restoration*.
33	For the next minute, every time the victim speaks, a 15-foot cone of flames erupts from its mouth. Each creature in the cone must succeed on a DC 13 Dexterity saving throw or take 1d4 fire damage. Creatures can only take this damage once per round.
34	The victim's legs become stronger and its movement speed increases to four times its base walking speed for 1 minute. While this effect lasts, on its turn, the victim must move its full speed without retracing its steps. If it can't do so, it takes 2d6 force damage at the end of its turn.
35	The victim levitates directly upwards into the air 100 feet unless stopped by an obstacle. The victim begins to fall at the end of its next turn.
36	With an audible pop, the victim grows a tail.
37	The *helm of Thsklmxklmhtt** appears on the victim's head and shrieks, "You are chosen!"
38	All coins in the victim's possession turn to chocolate.
39	A hostile **jungle sheep*** appears adjacent to the victim.
40	A copy of the victim appears in an unoccupied space within 5 feet of the victim as if the victim had cast the spell *simulacrum*.
41	The victim grows hard scales and gains a bonus to its armor class equal to its proficiency bonus for 1 minute.
42	The victim's eyes glow in a color of the victim's choice for 1d8 days.
43	An open *portable hole* appears underneath the victim.
44	The victim bursts into spectral flames for one round. All creatures within 5 feet of the victim must make a DC 14 Dexterity saving throw, taking 2d10 fire damage on a failure or half as much fire damage on a success.

d100	Effect
45	For the next 24 hours, whenever the victim sneezes, it casts *lightning bolt* in a random direction without expending a spell slot.
46	1d4 nonmagical items the victim is carrying become **mimics**.
47	A **unicorn** appears and is friendly toward the victim. It demands to be named. After 1d4 days, it leaves.
48	The victim becomes invisible until dunked in water.
49	For 1 minute, a writhing mass of snakes grows out of the victim's head attacking anyone who comes within 5 feet of the victim. As a group, the snakes make three attacks per round on the victim's turn. The snakes have a +6 bonus to hit and deal 1d6 piercing damage on a hit.
50	A *sphere of annihilation* appears in an unoccupied space within 60 feet of the victim. The sphere cannot be controlled or moved.
51	The victim grows gills and begins suffocating until it is immersed in water. This effect lasts for 10 minutes.
52	A knitted yellow *helm of comprehending languages* with a pom-pom on top appears on the victim's head. It can't be removed until the victim dies.
53	For the next 24 hours, the victim can speak with the souls of the dead. The victim must be within 10 feet of a corpse or a Soul Gem to speak with its soul.
54	Whenever the victim moves, attacks, or casts a spell, it sheds glitter in a 5-foot radius. This effect lasts for 24 hours.
55	The next nonmagical object the victim touches turns to solid gold. Items the victim is already wearing or carrying are unaffected.
56	A supernatural being, such as a god or an extraplanar creature, contacts the victim with a message.
57	For 1 minute, the victim's skin is coated in toxic slime. A creature that touches the victim or hits it with a melee attack must succeed on a DC 15 Constitution saving throw or be paralyzed until the start of the victim's next turn.
58	The victim gains the ability to command all birds they can see for 1d10 minutes.
59	The victim's voice or roar becomes extremely loud for 24 hours, and everything they say can be heard 300 feet away.
60	The victim receives a true premonition of something that will occur in the next 10 years.
61	The victim's soul separates from its body and becomes trapped in an object they are wearing or carrying. If the object is destroyed, the victim's soul is released and returns to its body.
62	The victim magically sinks halfway into the ground and is restrained, no matter the ground's material. Pulling it out of the ground requires a successful DC 15 Strength (Athletics) check.
63	The last creature that the victim saw die is resurrected as if by the *true resurrection* spell and appears in an unoccupied space within 5 feet of the victim.
64	The victim turns into a child version of itself. Its size reduces to one size smaller than normal. Its gear shrinks to fit its new form. Its Strength and Dexterity scores are reduced by 4. This effect lasts until the next dawn, at which point it reverts to its previous form.
65	For 1 minute, the victim can use its bonus action to cast *vicious mockery,* using the caster's spell save DC.
66	The victim falls unconscious for 1 hour. Another creature can use an action to shake the victim awake, ending the effect.
67	The victim becomes afflicted with a curse. Roll on the **Curses** table in **Appendix F** to determine the curse.
68	A delicious cup of hot cocoa appears in the victim's possession. The victim drops anything else it is holding when the cocoa appears.
69	A hat with the word "NICE" embroidered on it in silver thread appears on the victim's head.
70	The victim regains 5d4 + 5 hit points.
71	The victim expends all of its available spell slots, casting as many spells as needed to do so simultaneously. It can choose which spells it casts at which levels, but it must use all of its available spell slots.
72	A god of the GM's choice reaches out and creates a mental link with the victim. The god chats to it for 1d6 rounds and may make a request of it.
73	The victim must make a DC 10 Charisma saving throw. On a success, the GM says, "Lucky you," and on a failure, the GM says, "That's a shame." Nothing changes, and the GM never acknowledges this again.
74	For the next 10 minutes, whenever the victim would regain hit points, it instead takes damage equal to the number of hit points it would have regained.
75	All of the victim's items are restored to brand-new condition, regaining spent charges and ammunition. Any damage to the items is repaired.
76	A *ring of three wishes* appears on the victim's person.
77	The victim is petrified as white marble.
78	The victim is under the effects of the *hideous laughter* spell for 1 minute.
79	The victim becomes Gargantuan for 1d4 rounds. Its gear enlarges to accommodate its new form.
80	The victim instantly lays a golden egg worth 2,000 gp.
81	The victim is teleported to its birthplace for 2 rounds before being teleported back to its previous location.
82	The victim is afflicted with **werewolf** lycanthropy.
83	The victim is encased within a thick crystal coating. For the next 24 hours, the victim is resistant to all damage and has disadvantage on all Dexterity skill checks and saving throws.
84	Every spell the victim casts for 1d6 rounds triggers a Chaos Surge.
85	A **purple worm** appears. It is friendly toward the victim. It is a pacifist and refuses to attack anyone but will defend itself.
86	The victim's limbs turn into tentacles for 10 minutes. Its reach extends by 5 feet.
87	The victim instantly falls prone and must succeed on a DC 15 Dexterity (Acrobatics) check to stand up.
88	The victim becomes frightened of the nearest creature it can see for 1d6 rounds.
89	The victim forgets the name of one of its allies entirely.
90	The victim grows a pair of horns. The victim chooses the appearance of the horns.
91	The victim takes 1d4 radiant damage at the start of each of its turns while exposed to direct sunlight.
92	On its next turn, any damage dealt by the victim is doubled.
93	The person or creature the victim cares most about appears in an unoccupied space within 5 feet of the victim.
94	The victim recalls a decision that it regrets. It must succeed on a DC 14 Wisdom saving throw or be incapacitated for 1 round.
95	The armor or clothing the victim is wearing is replaced with *demon armor* that it instantly becomes attuned to.
96	The victim is transformed into a creature it fears, as though under the effects of the *true polymorph* spell for 1d4 rounds.
97	An **inkpot frog*** appears on the target's head.
98	All creatures within 200 feet of the victim, not including the victim itself, instantly gain the benefits of a long rest.
99	A *deck of many things* appears in front of the victim. The victim is compelled to immediately draw one card from it.
100	The victim casts *wish* without expending a spell slot.

CASTER AND TARGET CHAOS SURGES

These chaos surges affect both the caster who triggered the surge and creatures or objects that were the target of the triggering spell. If there are multiple targets, the GM decides how the effect applies to them.

d100	Effect
01	The caster and target both become afflicted with the same curse. Roll on the **Curses** table in **Appendix F** to determine the curse.
02	The caster and target's heads are swapped. The bodies retain their personalities, statistics, and abilities.
03	The caster and target are each targeted by the *phantasmal killer* spell.
04	Both caster and target rip a nasty loud fart that can be heard from 500 feet away.
05	The caster and target merge into a horrifying chimera. R*emove curse*, *greater restoration*, or similar magic can end this effect.
06	The caster and target are transformed into **sea horses** as if by the *polymorph* spell for 1 hour.
07	The target is charmed by the caster for 1d6 rounds.
08	The target and caster have disadvantage on attacks against each other for 1 minute.
09	The target and caster have advantage on attacks against each other for 1 minute.
10	The target and caster are both targeted by the triggering spell.
11	The target and caster lose concentration on any spell or effect they are concentrating on.
12	A giant hand appears and slaps both the caster and target in one giant swing. The caster and target must fall prone or take 2d6 bludgeoning damage.
13	For 1 minute, the caster and target must use their full movement speed to move away from each other on their turns.
14	The caster and target must compliment one another every time they speak to each other for the next 3d10 years.
15	The caster flies into a rage against the target and can't target any creature other than the target with attacks and spells for 2d4 rounds or until the target dies. During this time, the target can't attack the caster.
16	The target flies into a rage against the caster and can't target any creature other than the caster with attacks and spells for the next 2d4 rounds or until the caster dies. During this time, the caster can't attack the target.
17	The target and the caster gain the benefits of the *time stop* spell simultaneously.
18	The caster and target become linked to one another as if by the *chain of pain** spell for 1d4 rounds.
19	For 1 hour, the caster and target can speak only an unknown language that just the two of them understand. Others can understand what they are saying with a *comprehend languages* spell or similar magic. If the target is usually incapable of verbal speech, it gains it for the duration.
20	For 1 minute, the caster and target become immune to all damage, except for the damage they deal to each other.
21	The caster and target become immune to all damage caused by one another for 1d12 days.
22	For 1 minute, whenever the caster and target hit each other with an attack, it counts as a critical hit.
23	The caster and target instantly swap all equipment and items with one another. Magic items are unaffected.
24	The caster and target become frightened of one another for 1d4 rounds.
25	Roll on the **Random Elemental Planes** table. The caster and target are transported to the same plane and return after 1d4 rounds, appearing in the unoccupied spaces closest to the spaces they left.
26	The caster and target are both affected by the *enlarge/reduce* spell. The GM chooses one to be enlarged and the other to be reduced. This effect lasts for 1 minute.
27	Both the target and caster become mounted on appropriately sized mounts as if summoned by the *find steed* spell. The mounts are hostile to each other and disappear after 2d4 minutes.
28	The caster and target are bound together with *dimensional shackles*. An NPC of the GM's choice is the only one able to remove the shackles. If either the caster or target dies, the shackles unlock.
29	The caster and target are both under the effects of the *levitate* spell for 1d10 minutes.
30	The caster and target owe each other 1d100 gp. Roll separately for the caster and target.
31	For 1d6 days, whenever the caster or target speak to each other, they both suffer 2d6 psychic damage.
32	The caster and target become allied with each other and hostile to all other creatures they can see. This effect ends if one of them dies.
33	The caster and target's weapons are swapped with each other.
34	The caster and target must succeed on a DC 16 Constitution saving throw or be poisoned for 1d6 rounds.
35	The caster and target have disadvantage on attack rolls made against any other creature than each other for 1d8 rounds. This effect ends if one of them dies.
36	Neither the caster nor the target can rest while the other still lives. Each time the caster or target finishes a long rest, it must succeed on a DC 16 Wisdom saving throw to gain the benefits of the rest, gaining a level of exhaustion on a failure. This effect can be ended with a *remove curse* spell or similar magic. Otherwise, it lasts until either the caster or the target dies.
37	The caster and target learn one another's resistances, vulnerabilities, and flaws.
38	The caster and target each teleport to the other's birthplace and are returned after 1d4 rounds.
39	The caster and target become invisible to one another for 2d4 days.
40	The caster and target both regain 4d4 hit points.
41	The caster and target are both transformed into potatoes that look eerily like their respective faces. If the potatoes are destroyed, they return to their previous selves.
42	The caster and target are violently launched toward each other at a speed of 50 feet. They take 6d6 bludgeoning damage if they collide with each other or any obstacle between them. Any creature between the caster and target must succeed on a DC 13 Dexterity saving throw or also take this damage.
43	The caster and target each spit out a **swarm of insects**, each friendly to it.
44	The caster and target can't stand the sight of each other and suffer the poisoned condition whenever they can see the other. This effect lasts for 1d8 days.
45	The caster and target each learn one of the other's greatest secrets.
46	The caster and target gain vulnerability to slashing damage for 1 minute.
47	The caster and target can communicate telepathically as long as they are on the same plane of existence for 2d8 days.
48	Neither the caster nor the target can attack until they each spend one turn each dancing with one another, or one of them dies
49	The caster and target can't lie while they can see the other.
50	The caster and target instantly gain an accurate understanding of the other's current goals.
51	The target is charmed by the caster for 1 minute or until it takes damage.
52	Both the caster and the target forget everything they know about one another.

d100	Effect
53	A bell rings out that only the caster and target can hear. Both are stunned until the end of their next turns.
54	The caster and target both turn into Small or Tiny beasts of the GM's choice as though under the effects of the *polymorph* spell.
55	The caster and target magically swap places.
56	An adamantine chain binds the caster and target together by their wrists or other suitable appendages. The chain disappears once the two shake hands with one another.
57	The caster and target's clothes are instantly switched. If either the caster or the target is not wearing clothes, nothing happens.
58	The caster and target are slammed together and begin to levitate into the air. While they are touching, they rise 50 feet at the start of each round. If they stop touching each other, they begin to fall.
59	The caster and the target are both named the joint inheritors of a **noble's** manor house somewhere in the world.
60	The caster and the target experience a brief psychic vision of a pivotal moment in the other's childhood.
61	The caster and target each sprout feathery wings and gain a flying speed of 30 feet for 1 minute.
62	For the next three nights, the caster and target encounter one another in their dreams, even if deceased, as though under the effects of the *dreamscape** spell.
63	A mug of *soul sugar beer** appears in the possession of both the caster and target.
64	The target takes 4d4 force damage, and the caster gains temporary hit points equal to the damage taken by the target.
65	A lightning bolt sparks between the caster and the target. They each take 4d8 lightning damage. Creatures located in a 5-foot wide line between caster and target when this occurs must succeed on a DC 17 Dexterity saving throw or also take the lighning damage.
66	A **giant owl** appears between the caster and target and sings a ballad about how they secretly love each other but are just in denial about it.
67	The caster and target swap a random limb of the GM's choice.
68	The first of the caster or target to die will rise as a **specter** and serve the other as a loyal companion until its soul is freed by the other.
69	The movement speed of the caster and target is doubled for 1d10 minutes.
70	The caster and target fall asleep. They remain unconscious until they take damage or another creature uses an action to shake them awake. If one awakens, the other does as well.
71	For the next 1d100 days, the caster and target sparkle and shine and can't become invisible.
72	Two gods of the GM's choice become interested in both the caster and target and make wagers about their fates.
73	Somewhere in the world, at least 500 people start a cult worshiping the caster and target.
74	The caster and target both glow in the dark, emitting bright light in a 10-foot radius for 1 hour. During this time, they can't benefit from being invisible.
75	The caster and target both become cursed with **weretiger** lycanthropy.
76	The caster slowly assumes the appearance of the target over the course of 1d12 days.
77	The caster and target have advantage on attack rolls made against the other for 1d6 rounds.
78	A powerful creature marks both the caster and target as its mortal enemies.
79	The caster and target swap sizes with one another. This effect can only be ended by the *remove curse* spell or similar magic.
80	30-foot radius spheres of magical darkness surround the caster and target that only they can see through. The darkness dissipates after 1d6 rounds.
81	If the caster slays the target, everyone who knows the target instantly learns of its fate and the caster's identity.
82	The caster becomes an **adult white dragon**, and the target becomes an **adult red dragon**, as though under the effects of the *true polymorph* spell. This effect lasts for 1d10 minutes.
83	The caster and target must make a contested Dexterity (Acrobatics) check. The loser takes 5d6 fire damage as a massive flaming ball drops from the sky onto them.
84	The caster and target begin singing a duet that lasts for 1 minute. If either of them is prevented from singing or fall unconscious before this time elapses, they both take 3d4 thunder damage as an unseen crowd boos.
85	The caster and target both drop the equipment and items they are holding and use their reactions to run to give each other a high five if they are within 30 feet of each other.
86	The respective parents of the caster and target magically appear before them for 1d4 rounds before vanishing. They appear alive, even if they are already deceased.
87	Unflattering tattoos of the other's likeness appear on the caster and target's bodies in a spot designated by the GM.
88	The caster and target both gain the effects of the *true seeing* spell for 1 minute.
89	The caster and target are under the effects of a *death ward* spell for 8 hours.
90	The caster and target are magically draped in extravagant attire worth 550 gp
91	The caster and target both grow to Gargantuan size for 1d10 minutes.
92	The caster and target both gain the effects of the *stoneskin* spell for 1d6 rounds.
93	The caster and the target become mentally linked. As an action, each can choose to hear what the other is hearing, becoming deaf with regard to its own senses while doing so.
94	The caster and target fall under the effects of the *etherealness* spell for 1d10 rounds.
95	The caster and target become aware of the other's exact location at all times. They can't become hidden from each other.
96	The caster and target each gain an ally as if they had cast the *conjure celestial* spell. The celestials hate each other but try to hide this.
97	The caster and target can't cast spells of 2nd level or higher anymore. This effect can be ended by the *remove curse* spell or similar magic.
98	A giant set of spectral scales appears for a moment and weighs the caster and the target against each other and finds them equal. For the next 1d6 hours, all skill check rolls by the caster and target are treated as a 10.
99	While they both live, death becomes more distant for both the caster and the target. If either drops to 0 hit points, they stabilize whenever they are dying at the start of their turn.
100	A glowing spark appears and offers one immediate use of a single *wish* spell. The caster and target must make a contested Charisma (Persuasion) check to convince the spark that they should be the one to get the spell. The winner must immediately cast the *wish* spell.

Everyone's laughing 'till the chaos QUACK affects them.

SPELL VARIATION CHAOS SURGES

These chaos surges affect the spell that triggered the surge. Some alter elements of the spell, while others change the spell entirely. If the variation would have no effect on the triggering spell, the spell works as intended. For example, if a caster cast *barkskin* on themselves, and it triggered surge 78—the spell works as intended, but it also teleports the target to an unoccupied space adjacent to the caster—then the *barkskin* spell works as usual with no chaos effects as the target is the caster.

When the surge changes the spell to a different spell, the target of the spell remains the same as the original target unless otherwise noted, and it uses the caster's spell attack bonus or spell save DC if required.

d100	Effect
01	Instead of its intended effect, the spell produces a potato in the caster's possession.
02	Instead of its intended effect, the spell produces a magnificent horse with an appearance reflecting the spell's effects. Despite its arcane appearance, it is a regular **riding horse** that just looks cool as QUACK.
03	The spell works as intended but is supercharged. Any damage caused by the spell is doubled. If the spell's duration is 1 round or longer, the duration is doubled.
04	The spell works as intended but is weakened. Any damage caused by the spell is halved. If the spell's duration is 1 round or longer, the duration is halved.
05	If the spell has an area of effect, the area is doubled. If the spell targets one or more creatures, the number of creatures targeted is doubled. The GM chooses any additional targets.
06	The spell explodes in a blinding flash. Every creature within 100 feet of the caster must succeed on a Dexterity saving throw against the caster's spell save DC or be stunned until the end of the caster's next turn.
07	The spell becomes a *fireball* spell cast at 5th level, centered on the original target of the triggering spell.
08	The spell becomes *cloudkill* centered on the original target of the triggering spell.
09	The spell works as intended, but it is cast as if using a 9th level spell slot.
10	The spell works as intended but produces no visible effect. For example, creatures in the area of a *darkness* spell cannot see through the area, but there is no visible darkness.
11	The spell targets the caster's nearest ally within range. If the triggering spell had a range of self, the range becomes 30 feet. If no suitable creature is in range, the spell fails.
12	The spell targets the caster's furthest ally within range. If the triggering spell had a range of self, the range is considered to be 30 feet. If no suitable creature is in range, the spell fails.
13	The spell is replaced with a random spell of the same spell level from the caster's spell list. The GM chooses the spell and targets if applicable.
14	The spell fizzles and fails, causing any material components to be destroyed.
15	The spell almost works as intended but targets the caster.
16	Instead of its intended effect, the spell produces 2d4 puppies (noncombatants).
17	The spell almost works as intended, but it has a range of touch. If the caster can't move into range to cast it, the spell fails.
18	The spell becomes the *faithful hound* spell.
19	The spell targets a creature or object of the GM's choice within 100 feet of the caster instead of its intended target.
20	The spell becomes the *gate* spell.
21	Instead of its intended effect, the spell is crystalized into a shard. The spell's effect is triggered only when the shard is broken using an action. When the shard is broken, the spell targets the creature nearest to the shard.
22	The spell becomes the *charm person* spell cast at 1st level.
23	The spell works as intended but also produces a huge cloud of glitter, covering the area within 20 feet of the spell's target.
24	The spell works as intended, and the caster becomes invisible until the start of its next turn.
25	The spell becomes the *dominate monster* spell.
26	The spell turns into a loud, flashy firework. All creatures have advantage on checks made to determine the caster's location until the end of the caster's next turn.
27	The spell works as intended, but after casting it, the caster falls asleep as if affected by the *sleep* spell.
28	The spell works as intended, and the caster gains a tattoo somewhere on their body that represents the spell effect.
29	Instead of its normal effect, the spell produces a 50-foot cube of water directly above the caster.
30	Instead of taking effect at the intended time, the spell takes effect at the start of the caster's next turn.
31	The spell affects all possible targets in a 100-foot radius in the same way it affects the intended target. For example, if the spell targets an object, all objects within range are affected.
32	The spell works as intended, but the caster sinks into the ground up to its waist. It is restrained and can only be freed by digging it out.
33	The spell works as intended but also lets out a loud bang that deafens all creatures within 30 feet of the caster for 1d6 rounds.
34	Instead of its normal effect, the spell summons a gnome **mage** named Herb Heffinscop [he/him], who appears adjacent to the caster. Herb is grumpy at having been plucked from his comfortable wizard's tower and wants to go home as soon as possible.
35	The spell works as intended, but each time the caster casts a spell for the next 24 hours, they produce a 5-foot-radius puff of colored smoke centered on the caster. The smoke provides half cover and lasts until the end of the caster's next turn.
36	The spell works as intended, and the sound of thunderous applause can be heard within 600 feet of the caster. The caster has advantage on the next spell attack roll it makes before the end of its next turn.
37	The spell works as intended but also produces a spectral goose that follows the caster around for 2d4 days. While the goose follows it, all of the caster's spells are accompanied by a loud honk from the goose.
38	Instead of its intended effect, the spell produces a hostile **gelatinous cube**. The cube is imbued with the triggering spell. Roll initiative for the cube. On each of its turns, the cube can use its action to cast the spell that created it, using the caster's spell save DC or spell attack modifier.
39	The spell explodes into purple mist. The caster can't cast this spell again for 3d12 days.
40	The spell works as intended, but its effects include ominous, dark-purple lightning. All creatures within 30 feet of the caster must succeed on a DC 13 Wisdom saving throw or become frightened of the caster until the end of their next turns.
41	A life-size adamantine statue of the caster appears in an unoccupied space adjacent to the caster, imbued with the triggering spell. Every time a creature touches the statue, it is targeted by the triggering spell.
42	Instead of targeting the intended target or area, the spell strikes the most powerful being within 100 miles of the caster. The new target knows that the caster is responsible for the spell.
43	The spell works as intended but also gives off a wave of sickening energy. Each creature within 30 feet of the caster must succeed on a Constitution saving throw or gain a level of exhaustion.
44	The spell turns into a hammer with the caster's name written on it. The hammer flies away and breaks the most valuable nonmagical object within a 10,000-foot radius of the caster.

d100	Effect
45	The spell works as intended but does not expend a spell slot, and the caster regains an additional spell slot of the same level as the triggering spell.
46	The spell becomes the *sleep* spell, cast at 5th level and targeting all creatures the caster can see.
47	The caster must succeed on a DC 12 Charisma (Persuasion) check to give the spell a pep talk to convince it to work. On a success, the spell works as intended. On a failure, the spell fails.
48	The spell becomes the *awaken* spell, targeting a beast or plant of the caster's choice within 60 feet of it.
49	The spell becomes the *conjure elemental* spell, summoning an elemental of the GM's choice.
50	The spell gets stuck in the caster's mind. The caster must use its action to cast the same spell every round until they run out of spell slots for that level.
51	Instead of its normal effect, the spell produces a black sludge that falls to the ground adjacent to the caster. After 2d10 minutes, the sludge transforms into a **doppelganger** in the shape of the caster. The doppelganger believes itself to be the real caster.
52	The spell fails, but the caster can choose to cause up to 6 creatures within 60 feet to gain a level of exhaustion.
53	The spell works as intended. However, at the next dawn, the caster is teleported to the site where it cast this spell.
54	The spell works as intended, but a massive arcane recoil blasts the caster backward 15 feet.
55	The spell becomes the *hideous laughter* spell.
56	Instead of its intended effects, the spell produces a Gargantuan sailing ship that appears adjacent to the caster.
57	The spell becomes the *magnificent mansion* spell.
58	The spell works as intended but 1d10 minutes later a **rakshasa** with a clipboard appears and demands 100 x 2d4 gp from the caster as a fine for crimes against arcana.
59	The spell works as intended, but also does 1d4 force damage to the caster, giving it a headache for 1d4 hours.
60	The spell targets the caster's parents, ignoring any restriction of range.
61	Instead of the spell's intended effect, the spell produces 2,000 gp per spell slot level of the triggering spell. The gold appears in an unoccupied space adjacent to the caster.
62	Instead of its intended effect, the spell produces a remarkably friendly ginger **cat** adjacent to the caster.
63	The spell works as intended, but also throws the caster 30 feet into the air.
64	The spell works as intended, but every creature other than the caster who witnesses its effects can now also cast that spell as a bonus action. A creature that doesn't already have the spellcasting or pact magic feature uses the caster's spell save DC or spell attack modifier to cast the spell. Once a creature has cast the spell in this way, it can't cast it again until it finishes a long rest.
65	Instead of producing its normal effect, the spell produces a delicious bowl of food, containing flavors reminiscent of the spell but no magical effects.
66	The spell works as intended, but a huge rainbow arrow visible from 30 miles away appears in the sky above, pointing at the caster. It follows the caster for 2d6 hours.
67	Instead of producing its intended effect, the spell spells out one of the caster's well-kept secrets in 10-foot-high, glowing lime-green letters on the nearest vertical surface.
68	The spell works as intended, and the caster gains a magical tattoo somewhere on its body that grows larger and more intricate every time it casts the same spell.
69	The spell becomes the *prismatic wall* spell.
70	The spell targets the caster. If the triggering spell had a range of self, the GM chooses a different target.
71	Instead of its intended effect, the spell produces a *sphere of annihilation*, under the control of the caster.
72	The spell works as intended, but it also transfers all of the gold pieces the caster is carrying to the target.
73	The spell fizzles out and produces no effect, but a booming disembodied voice can be heard complimenting the caster for trying.
74	Instead of its intended effect, the spell summons a **balor** with an audible popping noise. It's not aggressive, just confused about why it's there.
75	The spell works as intended, and from now on, the caster can cast the same spell again once a day without expending a spell slot.
76	Instead of its intended effect, the spell produces a **swarm of bats** that is friendly to the caster and acts after the caster in the initiative order. After 1 hour, the swarm disperses.
77	Instead of its intended effect, the spell petrifies the target from the feet up over the course of 5d4 days.
78	The spell works as intended, but it also teleports the target to an unoccupied space adjacent to the caster.
79	In addition to its intended effects, the spell teleports the target to a random unoccupied space 300 feet from the caster.
80	Instead of its intended effect, the spell produces a *sticky scroll** of the intended spell in the caster's possession.
81	The spell becomes a cantrip of the caster's choice, chosen from any spell list.
82	The spell becomes the *zone of truth* spell, centered on the caster.
83	The spell works as intended, and the caster gains a number of gold pieces equal to the damage dealt by the spell.
84	The spell works as intended but is cast at 1st level. If the spell can't be cast using a 1st level spell slot, the spell fails.
85	The spell works as intended, but also a permanent scar or mark appears where the spell hits the target.
86	Hot potato! Instead of its intended effect, the spell produces a glowing potato. The potato appears in the target's possession. The creature holding the potato after 1d4 rounds becomes the new target of the spell. If no creature is holding the potato, the nearest creature becomes the new target.
87	Instead of its intended effect, the spell causes the target to cough up a harmless bug.
88	The spell's spell save DC or spell attack modifier is doubled.
89	The spell works as intended, but the next creature that the target touches is also affected by the spell.
90	The spell works as intended, but also produces a 30-foot-radius raincloud centered on the target. It rains for 2d4 rounds and moves with the target, lightly obscuring them.
91	Instead of its intended effect, the spell turns the nearest beast into a humanoid of the GM's choice. The humanoid is upset and wants the caster to find a way to turn them back.
92	The spell becomes the *disintegrate* spell cast at 9th level.
93	The spell works as intended, and the caster regains two expended spell slots no higher than the triggering spell's level.
94	The spell targets the creature the caster cares about most, ignoring restrictions on range.
95	The spell works as intended, and the caster also casts the *aid* spell at 2st level simultaneously without expending an additonal spell slot.
96	The spell almost works as intended, but it targets every creature and object in a 10-mile radius in addition to the original target.
97	The spell becomes a spell cast at any level of the caster's choice chosen from the caster's spellcasting class' spell list.
98	The spell is instantly cast an additional 1d4 times on the same target without expending any additional spell slots.
99	The spell becomes a random spell determined by the GM, cast at 9th level.
100	The spell becomes the *wish* spell, with effects chosen by the caster.

AREA CHAOS SURGES

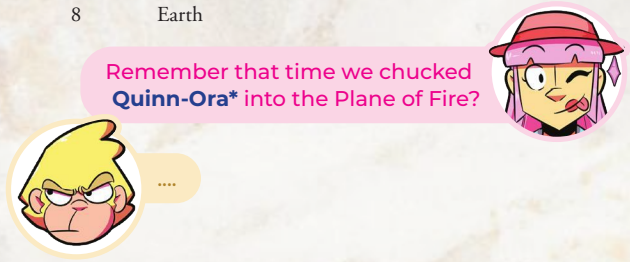
Area chaos surges are centered on the caster or creature that triggered the chaos surge and do not move. A creature that starts its turn in an affected area or enters the area on its turn experiences its effects immediately. When an area chaos surge occurs indoors, it is not blocked by walls or other objects unless otherwise specified.

d100	Effect
01	A 1-mile-radius sphere becomes a permanent dead magic zone, as though under the effects of the *antimagic field* spell.
02	A 1-mile-radius sphere becomes a permanent **Chaos Zone**.
03	A 40-foot radius sphere is hit by the flaming balls of fire as if with the *meteor swarm* spell.
04	Every beast within 500 feet is affected by the *awaken* spell.
05	Every plant within 500 feet is affected by the *awaken* spell.
06	Gravity no longer functions within a 100-foot cube.
07	Time within a 30-foot radius sphere passes at half the normal rate. All creatures within the area are affected as if by the *slow* spell compared to creatures outside the sphere.
08	All creatures within a 1,000-foot cube age 1d20 years.
09	All plants within 1d4 x 100 feet turn into cake but retain their shapes.
10	All structures and nonmagical objects that are not being worn or carried within 1d4 miles turn into glass.
11	A dark green cloud with a 50-foot diameter appears above the caster, raining live **ink pot frogs*** for 10 minutes.
12	The area within 500 feet is affected as if by the *grease* spell for 2d4 rounds.
13	The area within a 500-foot cube is filled with sticky webs as if affected by a *web* spell for 1 hour or until the webs are destroyed.
14	A 100-foot cube, or the room the caster is in, if it is smaller, fills with salt water. It remains in a cube shape for 1d6 rounds, before flowing away if it is not constrained by walls or other obstacles.
15	Every creature within 100 feet gains Darkvision with a range of 60 feet. This has no effect on creatures that already have Darkvision.
16	Every creature within 100 feet must make a DC 15 Constitution saving throw. On a failure, the GM says, "Ooh." On a success, the GM says, "Huh, interesting."
17	All nonmagical objects within 1d4 x 100 feet that aren't being worn or carried burst into flames.
18	The ground within 1d4 x 100 feet becomes covered in a layer of ice 1 inch thick. The ice is difficult terrain, and any creature that starts its turn on the ice must succeed on a Dexterity saving throw or fall prone.
19	A 30-foot cube fills with *dust of sneezing and choking*.
20	Within a 1-mile-radius, all creatures gain a flying speed of 20 feet.
21	A 30-foot cube fills with webbing, as if with the *web* spell.
22	All magical and nonmagical light sources are extinguished within 1 mile. Magical light sources relight automatically after 2d4 hours.
23	Every beast within 1d4 miles is shrunk by 2 size categories permanently.
24	The air within a 500-foot radius sphere smells pleasantly of strawberries.
25	All objects and creatures within 1d4 miles turn bright pink.
26	Every creature within 100 feet can now understand, speak, read, and write Draconic.
27	Within a 500-foot-radius sphere that looks like a shimmering soap bubble, all creatures and objects are frozen in time for 12 hours. After 12 hours, the sphere pops, and the creatures and objects within rejoin the normal flow of time with no memory of the 12 hours passing.
28	The ground within 120 feet becomes overgrown with beautiful flowers. Creatures who can smell the flowers have advantage on Wisdom checks and saves.
29	The ground within 120 feet becomes overgrown with thorny bushes and is difficult terrain.
30	The ground within 1,000 feet turns into sand.
31	A 500-foot cube becomes dark as if under the effects of the *darkness* spell.
32	A lavender-scented mist settles over a 60-foot cube, lightly obscuring everything within it.
33	A powerful thunderstorm covers a 1-mile area. Heavy rain lightly obscures the area, and lightning strikes the tallest objects at the start of each round, doing 5d12 lightning damage.
34	A 200-foot-long, 20-foot-wide, 50-foot-deep fissure appears in front of the caster. It is filled with magma that deals 12d12 fire damage if touched.
35	A 10-foot-radius hole appears in an unoccupied space near the caster. It is a portal to Abrith's demonic realm.
36	Every creature within 120 feet must succeed on a Wisdom saving throw or suffer from the effects of a *hideous laughter* spell.
37	Any corpse buried within a 10-mile radius rises as a **zombie** or **skeleton** that is hostile to all living things.
38	A 20-foot-wide, two-way portal to a random plane of existence appears in an unoccupied space within 60 feet of the caster. Roll on the **Random Elemental Planes** table to determine the plane.
39	The area within a 100-foot cube becomes affected by a permanent *private sanctum* spell. Its properties are determined by the GM.
40	Every beast within 1d4 miles is enlarged by 2 size categories permanently.
41	The area within 500 feet is under the effects of a *hallow* spell. The GM chooses the effects.
42	Within a 30-foot cube, the ceiling or sky above appears as a night sky belonging to another world, filled with unfamiliar stars. Creatures that sleep here experience strange prophetic dreams.
43	All the water within a 1,000-foot radius sphere instantly turns into bubbles and floats away.
44	A strong wind constantly blows through the area within 100 feet in a direction of the GM's choice.
45	A huge face appears in the sky above. It can be seen by anyone within 10 miles of the caster. The face makes mimics the caster's expressions.
46	All beasts within a 1,000-foot cube become hostile to humanoids for 1d12 days.
47	A 5-foot-radius, 40-foot-high cylinder becomes illuminated with moonlight. The area is under the effects of an unmoving *moonbeam* spell.
48	All spell slots belonging to casters within 200 feet are instantly expended and can't be regained until the next dawn.
49	A 100-foot cube fills with thick, yellow pollen, which coats everything over the course of 1d4 rounds. A creature inside the cube while the pollen falls must succeed on a DC 14 Constitution saving throw at the end of each of its turns or suffer a level of exhaustion.
50	A 150-foot cube becomes affected by a permanent *hallucinatory terrain* spell. Its appearance is determined by the GM.
51	All beasts within 1d4 miles become invisible for 24 hours.
52	All humanoids within 1 mile instantly gain a few metallic scales on their bodies and learn Draconic.
53	If the caster is inside a suitable structure, the building instantly becomes affected by a permanent *guards and wards* spell. The caster determines the spell's effects. If the caster is outdoors, nothing happens.
54	The ground within 1,000 feet turns into solid ice.
55	A 20-foot-wide, one-way portal to a random plane of existence appears in an unoccupied space within 60 feet of the caster. Roll on the **Random Elemental Planes** table to determine the plane. The portal can be used to travel into the elemental plane but not out of it.
56	All magic items within 100 feet become sentient, with random alignments, communication abilities, and personalities.

d100	Effect
57	A 20-foot square on the ground becomes filled with caltrops.
58	The area within a 500-foot cube is shifted into another plane. Roll on the **Random Elemental Planes** table to determine the plane.
59	All spellcasters within 100 feet regain any expended spell slots.
60	All creatures within 1d4 miles must succeed on a Wisdom saving throw or must only tell the truth for 1 hour within the area.
61	The movement speed of all creatures within 1d4 miles is doubled for 10 minutes.
62	The area within a 50-foot-radius, 100-foot-high cylinder becomes affected by a permanent *reverse gravity* spell.
63	Every beast within 120 feet is petrified as solid diamond. After 1 year, they return to life if they have not been damaged.
64	The area within 200 feet is under the effects of an *entangle* spell for 1d6 rounds.
65	A stinky green cloud fills a 20-foot sphere. Creatures must succeed on a Constitution saving throw or become poisoned for 1d4 rounds.
66	A marble fountain appears in front of the caster. Any corpse that is submerged in its waters will be resurrected as if by the *reincarnate* spell.
67	The area within 500 feet is forsaken by the gods, cutting off any divine magic. Paladins and clerics can't cast spells within this area.
68	The area within 1,000 feet instantly becomes a scorching desert.
69	The ground in a 30-foot radius becomes springy rubber. The jumping distance of all creatures in the area is doubled, and creatures that land in the area take no damage from falling.
70	The hair, fur, feather, and scale color of every creature in a 1,000-foot radius changes to a random, vibrant color.
71	Every creature within 1d4 miles becomes immortal for 24 hours. If reduced to 0 hit points, they fall unconscious but do not die.
72	Gentle jazz music fills a 200-foot cube. All creatures inside the cube have disadvantage to resist enchantment spells and effects that impose the charmed condition.
73	Every creature within 200 feet is teleported to a random plane. Roll on the **Random Elemental Planes** table.
74	Every creature within 200 feet is launched 300 feet into the air.
75	The area within 100 feet is affected by a permanent *silence* spell.
76	Every creature within 1,000 feet becomes telepathically connected as though by the *telepathic bond* spell.
77	Every creature within 200 feet grows one size category larger. This effect lasts for 1d4 minutes.
78	Every creature within 1,000 feet suddenly finds itself facing the opposite direction.
79	Every creature within 10,000 feet is forced to dance until dusk, suffering disadvantage on attacks and saving throws.
80	A 20-foot-wide, one-way portal to a random plane of existence appears in an unoccupied space within 60 feet of the caster. Roll on the **Random Elemental Planes** table to determine the plane. The portal can be used to travel out of the elemental plane but not into it.
81	Every humanoid within 500 feet is turned into a random beast as though under the effect of the *polymorph* spell.
82	Every beast within 1,000 feet suddenly becomes Gargantuan for 1d4 hours.
83	A brain-shaped monolith appears adjacent to the caster. Every creature within 500 feet of the monolith has its Intelligence score reduced to 4. This reduction is reversed once a creature leaves the area.
84	A random settlement is teleported to the caster's location in its entirety, including citizens and buildings. The surrounding area reshapes itself to safely accommodate the entire town.
85	The ground within 1,000 feet separates itself and flies up into the sky to become a flying island permanently.
86	A beating bloody heart appears, floating 10 feet above the caster. Any healing effects within 500 feet of the heart are reversed and deal damage instead. The heart spurts blood every time this happens.
87	All nonmagical beasts within 1,000 feet become immortal.
88	All damage dealt within a 1,000-foot-radius sphere is doubled.
89	The area within 10,000 feet takes on an eerie appearance. Whenever a creature sleeps here, it suffers nightmares.
90	The area within 1 mile is bathed in a gentle green glow. Magical darkness created by a 3rd-level spell or lower is dispelled within the area.
91	All nonmagical flora and fauna within 10,000 feet grow to ten times their normal size over the course of 24 hours.
92	All water within 10,000 feet turns to acid that deals 4d4 acid damage if touched by a creature or object.
93	All water within 10,000 feet turns to lava, which deals 12d12 fire damage if touched by a creature or object.
94	Blood-red lilies bloom in a 100-foot radius. Creatures do not age within the area while the lilies grow.
95	An elemental appears adjacent to the caster that matches the terrain. For example, if the caster is standing on the ground, an **earth elemental** appears, or if they are at sea, a **water elemental** appears.
96	A Huge **gelatinous cube** materializes, filling a 15-foot cube. The gelatinous cube oozes around corners.
97	A 200-foot cube becomes permanently filled with chaotic cursed energy. Any creature that spends at least 1 minute in the area becomes cursed. Roll on the **Curses** table in **Appendix F** each time a creature is affected to determine which curse it receives.
98	Nonmagical objects within 1,000 feet that are not being held or carried turn into solid gold.
99	The area within 1,000 feet is copied into a magical demi-plane that the caster can teleport to if they learn the required teleportation spell, such as *plane shift*.
100	Roll twice on this table and apply both effects.

RANDOM ELEMENTAL PLANES

d8	Elemental Plane
1	Fire
2	Ice
3	Water
4	Electricity
5	Shadow
6	Light
7	Air
8	Earth



APPENDIX F: CURSES

Ambrian curses are unpleasant effects that can range from a minor inconvenience to a major source of harm. Any PC or NPC can have a curse, and curses can be a major or minor part of your game. Even when a character is cursed, the game should remain fun for everyone.

Building a Character with a Curse. Discuss with your GM if you want to create a cursed character. You do not have to use the **Cursed Soul** background found in **Part 2: Character Creation** to play a character with a curse. Choose that background if being cursed is central to your character's outlook and personality, but these curses can work with any background too.

Roleplaying Your Curse. These curses will make things more difficult for your character. However, your curse shouldn't hurt other characters in your group unless those players are interested in playing that kind of game. Some people won't enjoy the increased chance of failure that comes with these curses, and that's okay! Check with your fellow players to ensure everyone is having fun and that the way your curse isn't taking away from anyone else's good time.

HOW CURSES WORK IN AMBRIA

Curses Don't Stack. Creatures can only be affected by one curse from the **Curses** table at a time. This restriction does not apply to curses gained in another way, such as from magic items.

Curse DC. If the curse requires a saving throw, the DC is equal to 8 + the creature's Proficiency Bonus + half the creature's level. If the cursed creature is an NPC or monster, calculate the DC using its challenge rating (CR) in place of its level.

Optional Rule: Touch Curses. A creature with a touch curse can spread its curse to other humanoids by touching them. Transmitting a curse by touch requires skin-to-skin contact; a simple barrier, like clothes or a glove, prevents the transmission of a touch curse.

When a cursed creature touches another creature that isn't already cursed, the target must make a Charisma saving throw against the cursed creature's Curse DC. On a successful saving throw, the target is unaffected by the curse and is immune to the cursed creature's touch curse for 24 hours. On a failure, the target becomes cursed with the same curse as the cursed creature unless the curse notes otherwise. Curses acquired in this way are also touch curses.

My touch curse only goes off when I touch something or someone with my crocodile hand. Now you know why I'm not a very "touchy-feely" kinda guy...

CURSE ORIGINS

To start the game with a curse, pick from or roll on the **Curse Origins** table. You can also work with your GM to choose your own curse origin. Your character may or may not know the true origin of their curse.

CURSE ORIGINS

1d10	Curse Origin
1	You were born with a curse passed down in your family for generations.
2	You found a spooky book in your local library.
3	You were cursed by a powerful magic user who hates your guts because of a small offense.
4	You bested a spiteful devil in a battle of the bands.
5	You escaped a Chaos Zone with a curse.
6	You bought a cursed object from a sketchy merchant.
7	You took on the curse from someone you love.
8	You tried to curse someone else, but it backfired.
9	You were involved in a magical accident at an arcane college. The college hushed it up.
10	You touched a weird glowing orb that radiated *"Don't touch me! I'm a weird glowing orb, you absolute QUACKing dingus!"* energy.

LIFTING A CURSE

In Ambria, the *remove curse* spell or similar magic can't lift the curses found in the **Curses** table. A curse might have a specific condition that will lift it, determined by the GM. When a curse is lifted, its effects end, and the creature can't be subjected to the same curse again.

EXAMPLE CONDITIONS FOR LIFTING A CURSE

1d8	Condition
1	You truly learn a fundamental lesson about yourself.
2	You undergo an ancient ritual and are reborn as a baby.
3	You pass your curse to the next generation.
4	You save one hundred lives.
5	You complete a series of tasks decided by the person who cursed you.
6	You complete an impossible task.
7	You lose everything and everyone you love.
8	You receive a blessing directly from a god.

CURSES

When deciding on a curse that a character starts with or gains during play, roll on or pick from the following table.

d100	Effect
01	Your hair grows 6 inches longer at the start of each day. If you don't have hair, you grow it. Your hair is supernaturally tough and can only be cut using a magic blade by a creature that succeeds on a Strength check against your Curse DC.
02	Bright sparkles and rainbows appear whenever you make an attack or cast a spell. Also, cheerful birds and little forest animals dance and sing around you at inconvenient and inappropriate times.
03	Your body generates a magnetic field of unpredictable strength. When you are within 30 feet of an object no larger than a 5-foot cube that is made either partly or entirely of metal, the GM can ask you to make a Charisma saving throw against your Curse save DC. On a failure, the object is pulled 30 feet toward you and sticks to your body. A stuck object can only be removed with a DC 15 Strength check.
04	Each morning, your appearance and voice change to that of a random humanoid, though all your game statistics remain the same. You can't be affected by illusion magic that disguises your appearance, such as *disguise self.*
05	Your presence attracts creatures such as rats, flies, crows, or other beasts of ill omen. These creatures can be driven away with a successful Animals Handling check against your Curse DC. The creatures always return within 1d4 hours.
06	You can only spend hit dice or recover from exhaustion by resting while submerged in water. You still gain any other benefits of completing a rest while not submerged.
07	The top of your head becomes an oversized mushroom cap. You can't wear or benefit from helmets, hoods, hats, or other such items, as they won't fit over the mushroom cap. You can still wear headbands, as well as lenses or other items that fit over your eyes.
08	Every time you kill another creature, you must make a Wisdom saving throw against your Curse DC. On a failure, the slain creature haunts you, becoming a spirit that only you can see. These spirits follow you wherever you go but don't harm you directly.
09	Your bad luck is costly. Whenever you fail an ability check, 1d4 x 10 gp in your possession turns to lead.
10	Your luck is now bound to a lucky charm, which is a Tiny nonmagical object on your person at the time you become cursed. If you don't have this object on your person or if it is destroyed, you have disadvantage on ability checks and saving throws until you spend 8 hours holding onto another Tiny item to make it your new lucky charm.
11	Once per day, you are subject to the effect of the confusion spell at a time determined by the GM. The spell only targets you, and you can resist the effect by succeeding on a Wisdom save against the spell, which uses your Curse DC.
12	Your cursed tongue gets you into trouble. In combat, you must insult an enemy creature on each of your turns. The insulted creature must succeed on a Wisdom saving throw against your Curse DC or be compelled to target you on its next turn. If a creature succeeds on its saving throw, it is immune to your curse's effect for the next 24 hours.
13	Once per day, at a time determined by the GM, you are targeted by a polymorph spell, using your Curse DC as the spell save DC. On a failure, you are transformed into a Tiny beast chosen by the GM.
14	When you drink a potion, you must make a Constitution saving throw against your Curse DC. On a failure, you gain none of the potion's effects and are poisoned for 1d4 rounds.
15	You cannot see your reflection on any reflective surface, but your image is reflected on all non-reflective surfaces. You have disadvantage on Dexterity (Stealth) checks.
16	You are cursed with otherworldly insight. Once per day, at the GM's discretion, you must make a Wisdom (Insight) check against your Curse DC. On a success, nothing happens. On a failure, you receive a disorienting vision of things, past, present, or future, and have disadvantage on all Intelligence and Wisdom checks until you complete a long rest.
17	Your body becomes cheese. Animals such as **rats** are frequently drawn toward you, and all creatures have advantage on Perception checks made using smell to detect your location.
18	Every item you craft with your tools, as well as any equipment you wear, carry, or wield for more than 1 hour, takes on an eerie or sinister appearance. Good and neutral aligned NPCs tend to be suspicious of you.
19	You can't be touched by or become submerged in water or other liquids as if you are permanently affected by the *water walk* spell.
20	A strange sigil appears on your tongue that makes it hard for you to lie. Whenever you attempt to deceive, the GM can ask you to make a Charisma saving throw against your Curse DC. On a failure, you blurt out the truth you were trying to conceal.
21	You gain a sensitivity to sunlight. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
22	You become cursed with bad luck. Whenever you use a gaming set or make an Acrobatics, Animal Handling, or Sleight of Hand check, you must succeed on a Charisma saving throw against your Curse DC or have disadvantage on the check.
23	You are cursed never to carry a tune and automatically fail any Charisma (Performance) check based on music. If you are a bard, you can still use music to cast your spells, but it always sounds terrible.
24	Your teeth turn to metal. You can no longer digest normal food, but you can survive by eating at least 1 pound of Tiny nonmagical objects made of metal, such as coins, per day.
25	A black owl follows you at a distance of 15 feet at all times. At night it whispers dark prophecies that only you can hear. The owl cannot be harmed or driven away by any means.
26	One of your arms turns into a tentacle. You can still use it to hold and wield items, activate the properties of magic items, or perform the somatic components of spells, but you can no longer wear gloves or bracers.
27	You grow one or more 2-inch long horns from your forehead. Whenever you steal from or kill another creature, the horns grow 1 inch longer.
28	Your feet become ducks that quack as you move. You have disadvantage on Dexterity (Stealth) checks. Whenever you try to speak quietly, you must succeed on a Charisma saving throw against your Curse DC, or your duck-feet let out a loud honk audible out to 300 feet.
29	An eerie tattoo appears on your arm, leg, torso, or face. Whenever you kill another creature, make a Constitution saving throw against your Curse DC. On a failure, you gain a new tattoo on another listed part of your body. Once you have three tattoos on each of these body parts, you die.
30	You can only speak falsehoods. If affected by a *zone of truth* spell or subjected to a similar effect, you are unable to say anything.
31	A powerful NPC chosen by the GM believes you have wronged them and is hostile toward you. If the NPC dies or you reconcile with them, another powerful NPC becomes hostile to you in the same way.
32	Plants grow all over your body and regrow instantly if removed. When you take fire damage, roll a Constitution saving throw against your Curse DC. On a failure, you are incapacitated until the end of your next turn.
33	Whenever you fall from a height of 10 feet or more, a pile of manure appears beneath you to soften your landing, reducing any damage you take from falling by half. You can't clean off the manure by magical means.
34	You can no longer sleep or trance. You must stay perfectly motionless for the same amount of time as you previously had to sleep or trance to benefit from a long rest, but you remain alert and conscious. You can't be affected by dream magic.

d100	Effect
35	In direct sunlight, you exude an aura of shadows in a 10-foot radius. You and creatures within the aura have disadvantage on Wisdom (Perception) checks that rely on sight. Once each day, you can attempt to suppress this aura by making a Charisma saving throw against your Curse DC. On a failure, your aura becomes total darkness for 1 minute.
36	You grow a pair of donkey ears, which replace your own.
37	Your adrenaline makes you teleport unpredictably. Whenever you roll initiative, make a Charisma saving throw against your Curse DC. On a failure, you are teleported to an unoccupied space of the GM's choice at the start of your turn.
38	You are semi-translucent in the daylight and can only regain hit points in dim light or darkness.
39	A tooth grows somewhere conspicuous on your body. If the tooth isn't cleaned regularly, more teeth appear on your body in random spots.
40	You are cursed to slowly become a tree. Your skin becomes wood-like, branches grow from your body, and your base walking speed is reduced by 5 feet. Every 10 days, you must make a Wisdom saving throw against your Curse DC, or your base walking speed is reduced by another 5 feet. Once your base walking speed becomes 0, you transform into a tree. A *remove curse* spell or similar magic can restore 5 feet of your base movement speed, but it won't remove the curse.
41	Your body turns into living glass. You no longer need to eat, drink, or sleep, though you must still rest as normal for a creature of your kind. You are immune to poison damage and the poisoned condition but are vulnerable to bludgeoning damage. You can't gain resistance or immunity to bludgeoning damage. Whenever you make a Constitution check or saving throw, use your Curse DC or the DC of the effect, whichever is higher.
42	Wherever you walk, you leave a trail of dark, sooty footsteps that resemble either monstrous feet or cloven hooves. Creatures have advantage on Wisdom (Survival) checks made to track you.
43	Your body regresses to its child form. Your size becomes Small, but none of your other statistics change. NPCs tend to underestimate and patronize you.
44	Whenever you feel angry or frightened, you must make a Constitution saving throw against your Curse DC. On a failure, your whole face inflates like a pufferfish until you become calm again.
45	You grow a lantern-like organ somewhere conspicuous on your body. The organ constantly sheds bright light in a 10-foot radius and dim light in a 10-foot radius beyond that. Covering the light causes you intense discomfort until you let it shine again.
46	You begin each day as a young adult but age rapidly, becoming middle-aged at midday and elderly by the evening. Each day at dawn, this process repeats. This transformation does not affect your ability scores, but your personality may change over a day.
47	You must pet a beast by succeeding on a Wisdom (Animal Handling) check against your Curse DC once per day or suffer a level of exhaustion at the start of the next day.
48	Your eyes change color according to your emotions, making your mood plain for all to see. Other creatures have advantage on Wisdom (Insight) checks against you as long as they can see your eyes.
49	Missiles are attracted to you. Whenever a ranged weapon attack is made against a target within 10 feet of you, you become the target of the attack instead.
50	You become allergic to healing magic. Whenever you regain hit points from a spell or potion, the number of hit points you regain is reduced by half, and you sneeze uncontrollably for 10 minutes.
51	Creatures of the beast type are hostile toward you, growling or hissing whenever they spot you. You have disadvantage on Wisdom (Animal Handling) checks.
52	When you fail an Intelligence (Investigation) check made to search for a clue or object, you find a live **octopus** instead.
53	Once per day at a time of the GM's choice, a flock of geese appears and swarms you, pecking at you for one round. You must succeed on a Dexterity saving throw against your Curse save DC or fall prone. The geese vanish after their ambush.
54	Your body temperature dramatically decreases. You have vulnerability to fire damage. Whenever you touch a nonmagical object with your bare hands, you must succeed on a Charisma saving throw against your Curse DC, or your curse freezes it solid.
55	Each dawn, you must make a Constitution saving throw against your Curse DC. On a failure, you are vulnerable to a random damage type of the GM's choice for the next 8 hours. An irremovable note appears on your back that references the damage type, such as "Hit me with acid."
56	If a humanoid NPCs or PCs doesn't see you for 2d4 days, they forget everything about you.
57	You become stuck levitating 6 inches above the ground. Your speed remains unchanged, and you still take fall damage if you try to move over empty space. The only way for you to move is to declare your direction with a command such as, "forward, 30 feet," or "left, 5 feet."
58	Your eyes are replaced with eyestalks, like those of a mantis shrimp. You can see a massive range of colors beyond normal humanoid perception, but you can't describe those colors to others in a meaningful way or perceive colors as other humanoids do. You are also incapable of wearing or benefitting from lenses or other items meant to be worn over the eyes.
59	Your body sparks with cursed lightning. Whenever you touch another creature, you must make a Charisma saving throw against your Curse DC. On a failure, both you and the creature you touch take 1d6 lightning damage and are pushed 10 feet apart. Resistance or immunity to lightning can't reduce the damage you take from this curse.
60	Your body temperature dramatically increases. You have vulnerability to cold damage. Whenever you touch a nonmagical object with your bare hands, you must succeed on a Charisma saving throw against your Curse DC, or your curse sets the object on fire.
61	You are cursed to wander. Whenever you or a group you are with attempt to navigate, you must make a Wisdom (Survival) check against your Curse DC in addition to any other check made to find your way. On a failure, your party becomes lost as you stumble in danger.
62	An eldritch symbol appears somewhere on your body, marking you for death. If you are reduced to 0 hit points, you die and immediately rise again as a **wraith.**
63	You have a visible purple aura surrounding you at all times. You have advantage on Charisma (Intimidation) checks but disadvantage on Charisma (Persuasion) checks.
64	Witnessing violence hurts you. When you see a creature take damage for the first time in combat, you feel a sharp jolt of pain and must make a Wisdom saving throw against your Curse save DC. On a failure, you take 1d4 psychic damage.
65	All nonmagical plants, fruits, and vegetables that you touch wither and die.
66	You suffer no direct effect from this curse, but when NPCs see you, they are overcome with a strong feeling that you are cursed.
67	You attract cursed magic items. You can attune to up to four magic items at once, but only if at least two of them have a curse.
68	You cry and sweat blood. Whenever you must make a saving throw to resist gaining a level of exhaustion, use your Curse DC or the DC of the check, whichever is higher.
69	You lose the ability to swim, as well as any swim speed or ability to breathe water, though you can still breathe air. While submerged in water, you have disadvantage on Strength (Athletics) checks and must succeed on a Strength saving throw against your Curse DC at the start of each of your turns or sink by 5 feet.
70	You grow eyes all over your body. You can see in all directions at once and have advantage on Wisdom (Perception) checks that rely on sight, but you can't avert your eyes from a creature's gaze, and you have disadvantage on saving throws against being blinded.

d100	Effect
71	Whenever you are uncomfortable or nervous, you sweat bright green droplets. The droplets form a 10-foot-radius circle puddle on the ground, centered on you. Each creature that starts its turn standing in the puddle or that enters the puddle for the first time on its turn must succeed on a Dexterity saving throw against your Curse DC or fall prone.
72	You teleport randomly at inconvenient moments. Whenever you roll initiative, you must make a Constitution saving throw against your Curse DC. On a failure, you teleport up to your movement speed in a random direction (chosen by the GM), and your speed becomes 0 until the end of your first turn.
73	Whenever you buy something, merchants charge you twice the standard price.
74	You lose your name. No mortal creature can refer to you by your name, and any new name that you take on or nickname that becomes a name for you is also lost each day at dusk. You can't be targeted with the *sending* spell.
75	Wherever you walk, your feet leave a trail of oil. You have disadvantage on Dexterity (Acrobatics) checks and on checks or saving throws to resist being shoved.
76	A small black mark appears on anyone you love if you kiss them. The mark grows slightly larger each day. One month after the kiss, the person with the mark drops dead.
77	Your entire body is covered in fragile spikes. Whenever a creature touches you, the spikes deal 1d4 piercing damage to the creature and to you.
78	You grow a second mouth somewhere on your body that has its own personality traits, ideals, and flaws chosen randomly from your background or a background of the GM's choice but shares your bond. The mouth speaks on its own if not kept covered, and it consumes food and drink each day as though it were a second person. If you don't feed it each day, you gain 1 level of exhaustion.
79	You radiate a **Chaos Zone** in a 5-foot radius centered on yourself.
80	If you touch a bird, both you and the bird drop to 0 hit points.
81	At a moment of the GM's choice while you are speaking, make a Charisma saving throw against your Curse DC. On a failure, a **swarm of bees** emerges from your mouth. The GM chooses whether the swarm is hostile or not. This curse can only activate once per day.
82	Your hands and feet are swapped. You have disadvantage on Dexterity (Sleight of Hand) checks.
83	You sprout a unicorn horn and tiny wings. They are useless and regrow if removed. Small children are drawn to taunt, admire, or stare at you.
84	Any nonmagical book you touch turns into a potato.
85	You can only speak in Goblin, though you gain no special ability to read, write, or understand the language.
86	Your clothing, hair, fur, feathers, or scales appear disheveled. No amount of grooming can change this.
87	You are cursed to lose everything you treasure. Whenever you store an object in a pocket or container worn, carried, or held by you, you must make a Wisdom saving throw against your Curse DC. On failure, the object is randomly transported somewhere else in the world (the GM chooses where).
88	You are cursed to fear one type of non-humanoid creature of the GM's choice. Whenever you see a creature of this type, you must succeed on a Wisdom saving throw against your Curse DC or become frightened of the creature for 1 hour. You can repeat this saving throw at the end of each of your turns, ending the effect on a success.
89	You are haunted by a golden potato with wings that appears to distract you at the worst possible times. You have disadvantage on initiative rolls.
90	You can't enter any residence or place of business without explicit permission from a creature living or working there.
91	You are always 1d12 minutes late to events and appointments that have a set time.
92	Your head becomes that of a random beast of CR 2 or lower. It is sized appropriately to fit your frame, and you retain your own senses, mental ability scores, and ability to speak.
93	Your reflection in any reflective surface is a **specter** that looks like you. It taunts you silently whenever you see it. If a mirror you are reflected in is broken, the specter is released and attacks you. If killed, the specter returns to the realm of reflections and continues its harassment of you.
94	You become a piece of furniture, such as an armchair, wardrobe, or candlestick. Your game statistics remain the same. Your equipment changes to fit your new size and shape, and you can manipulate objects using part of your new body.
95	You are cursed to dance whenever you move and are unable to take the Disengage action.
96	Your head catches fire whenever you're angry. These flames are harmless to you but can set unattended nonmagical objects within 5 feet of you on fire.
97	Any nonmagical item you touch becomes cursed. Roll on this table to determine the curse an object gains. Other creatures can gain that curse if they touch the object.
98	Your body becomes rubbery and stretchy. You automatically succeed on checks made to escape from nonmagical restraints or grapples, but you have disadvantage on Strength checks and saving throws.
99	Your touch curses others. If a creature you touch fails a Wisdom saving throw against your Curse DC, it is afflicted with a random curse. Roll on this table to determine the curse the target receives.
100	Super cursed! Roll twice on this table and apply both curses. Curses can stack on you, and you can gain additional curses while cursed.

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